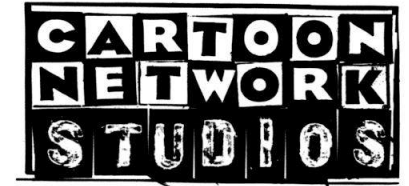




"Thanks for the Crabapples,
Giuseppe!"
1025-174
Final Board



Date 02/11/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 02/11/14
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Somvilay Xayaphone
& Seo Kim

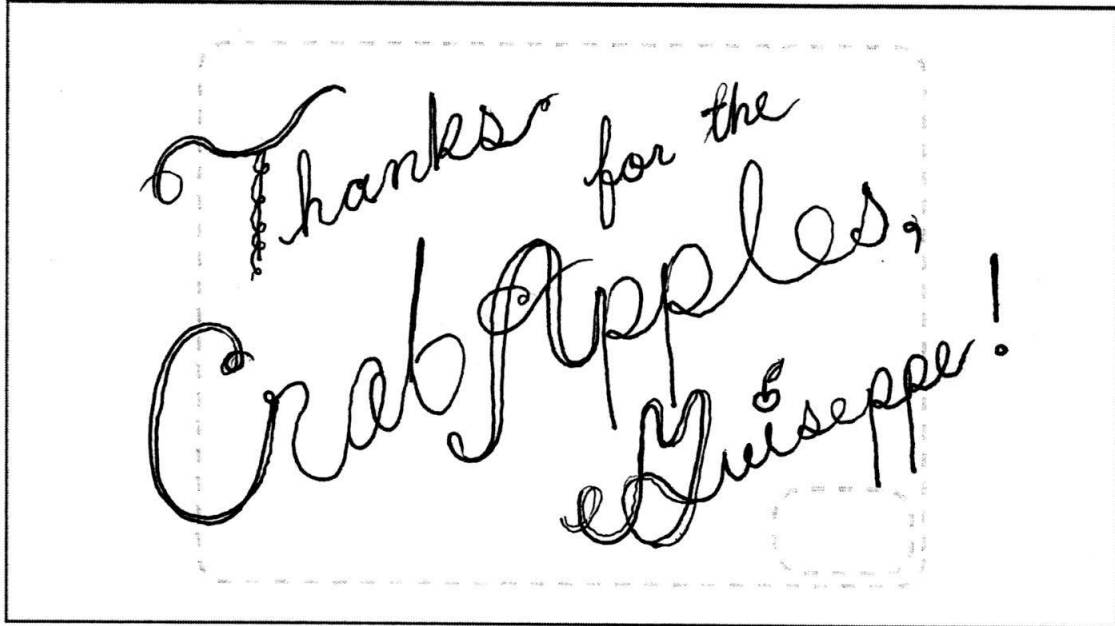
FEB 27 2014

ADVENTURE TIME

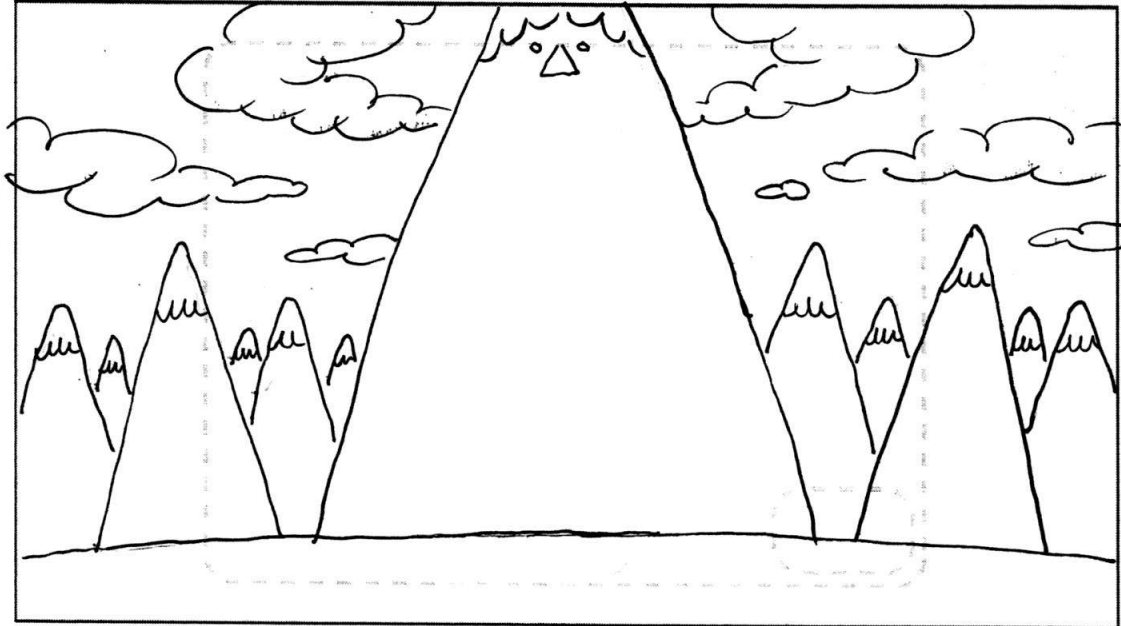


Page 1
1A NEXT
day night

Sc. Pnl. Bg. day night



Sc. 1 Pnl. A Bg. day night



Dialog:	<p>→ START</p> <p>- EXT ICE KINGDOM</p> <p>FEB 27 2014</p>
Action:	
Timing:	

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Production : 1025/174
7/1-5201

1025/174

1025/174

ADVENTURE TIME



Page 1A

Sc. 1 *CONT*

Pnl. B

Bg.

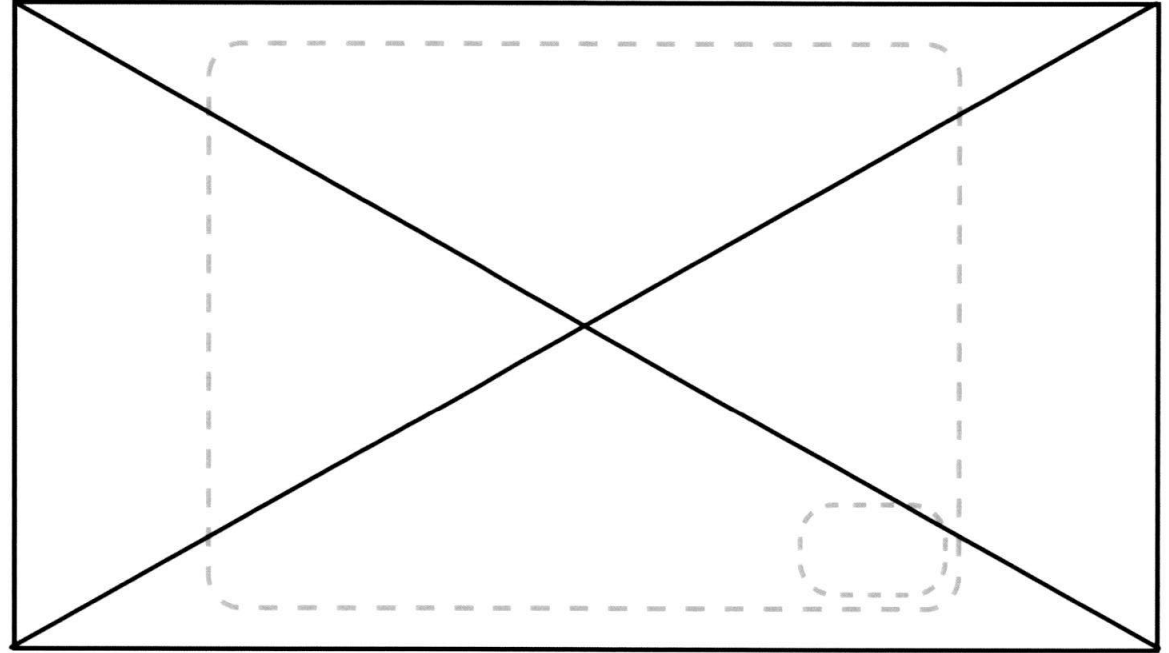
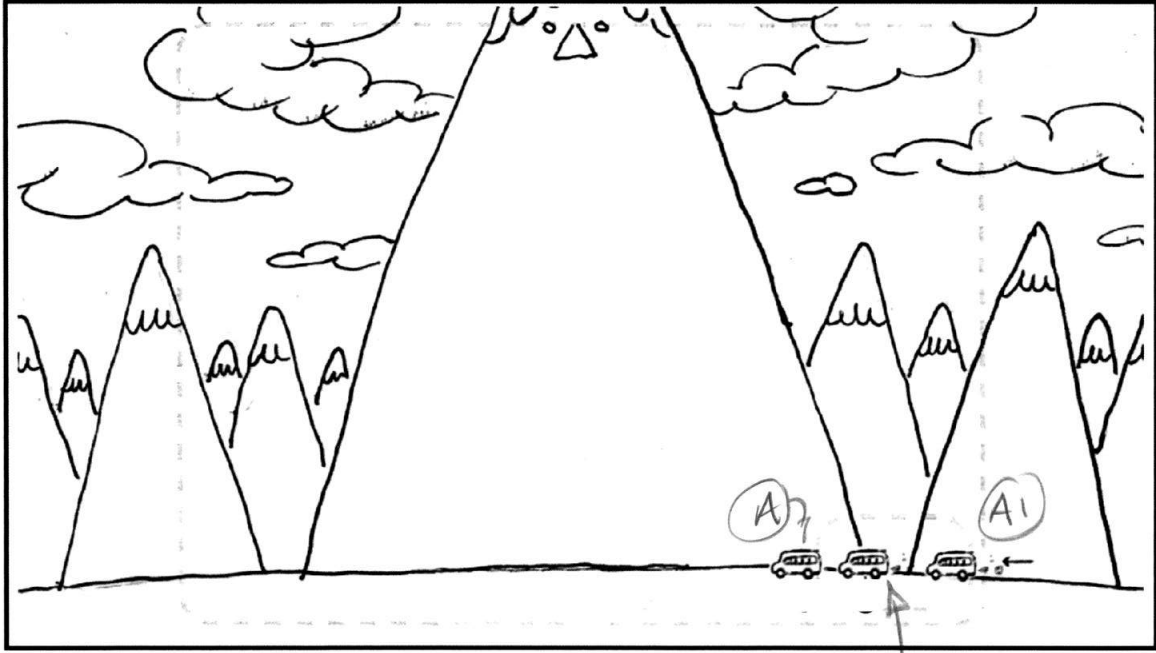
day night

Sc.

Pnl.

Bg.

2 NEXT
day night



Dialog:
Action:
Timing:

FEB 27 2014

EPISODE # 1025-174

1025/174

Production:

1025/174

1025/174

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Ho
Cut

ADVENTURE TIME



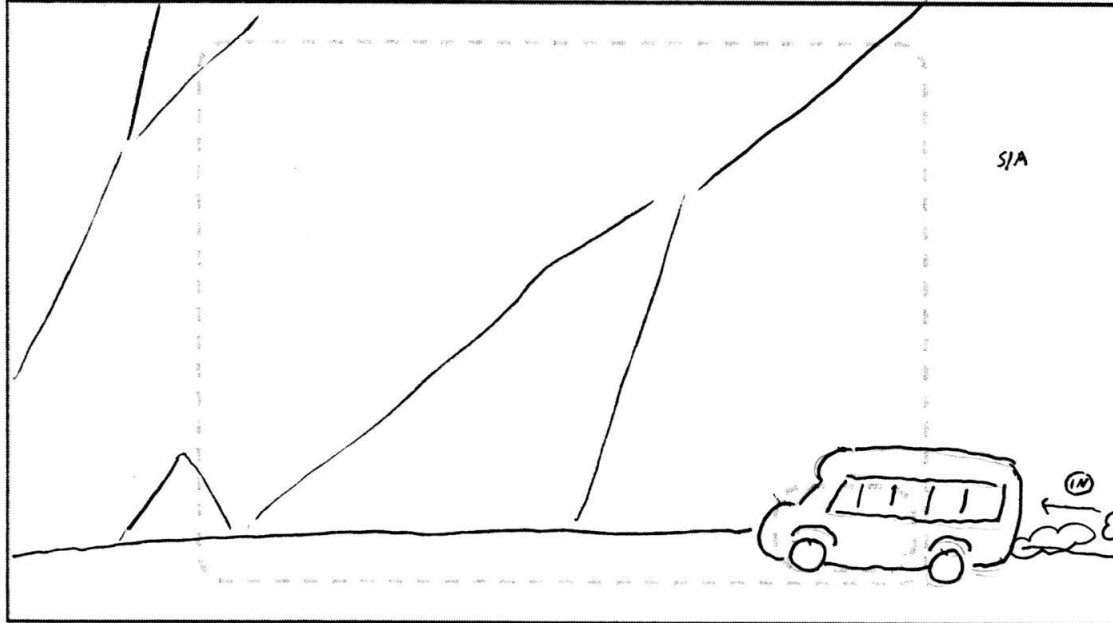
Cut

Sc. 1A

Pnl. A

Bg.

day night

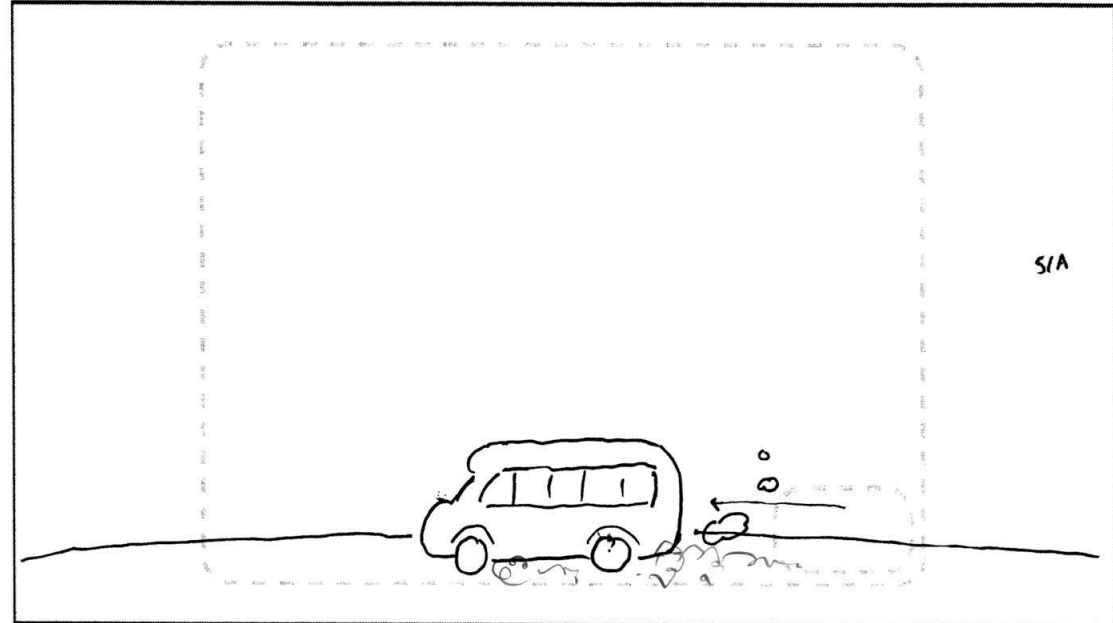


Sc. 1A *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: * BEEP-BEEP *

Action:

- BUS PULLS UP ON/S
- EXT. ICE KINGDOM.

- BUS STOPS

Timing:



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1025/174

Production :

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ADVENTURE TIME



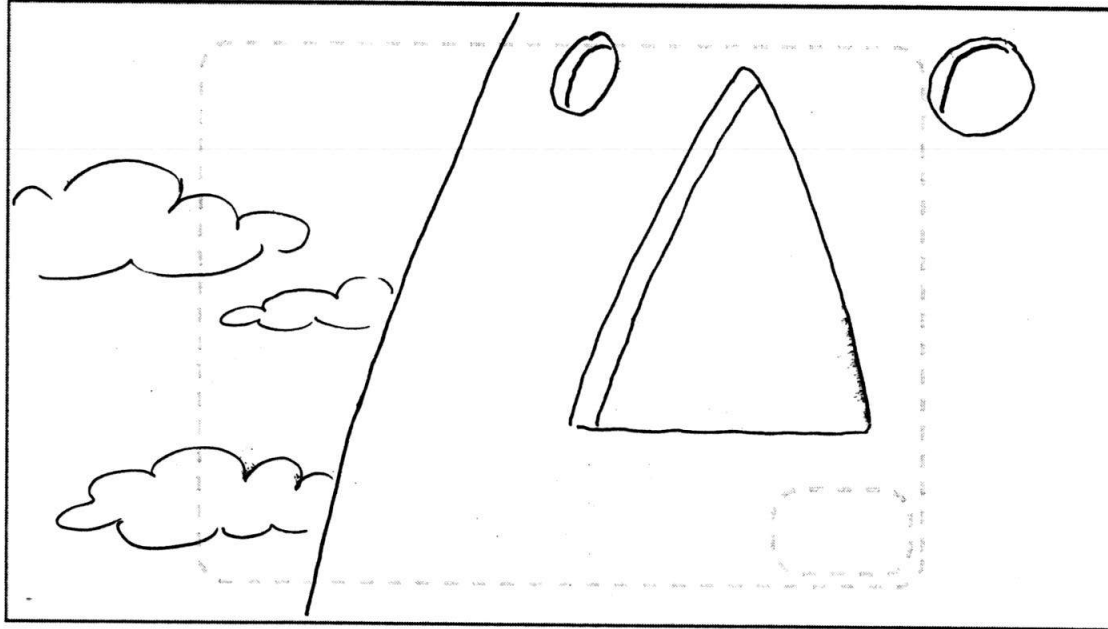
Page 3

Sc 2

Pnl. A

Bg.

day night

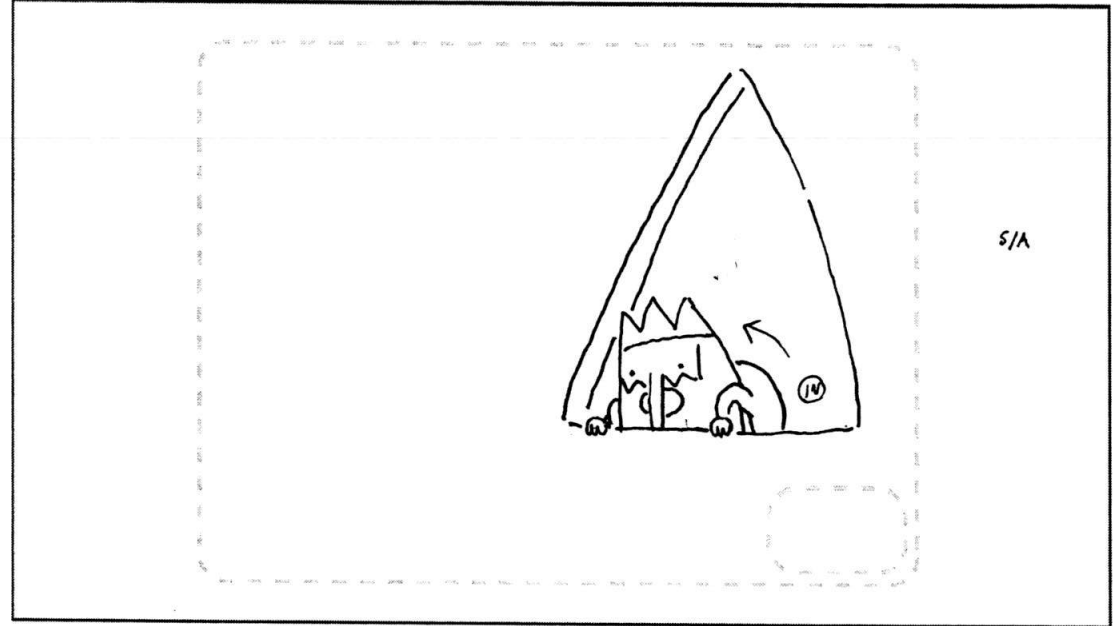


Sc. 2 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

-IK APPEARS IN WINDOW

FEB 27 2014

Timing:



1025-174

EPISODE #

1025/174

Production :

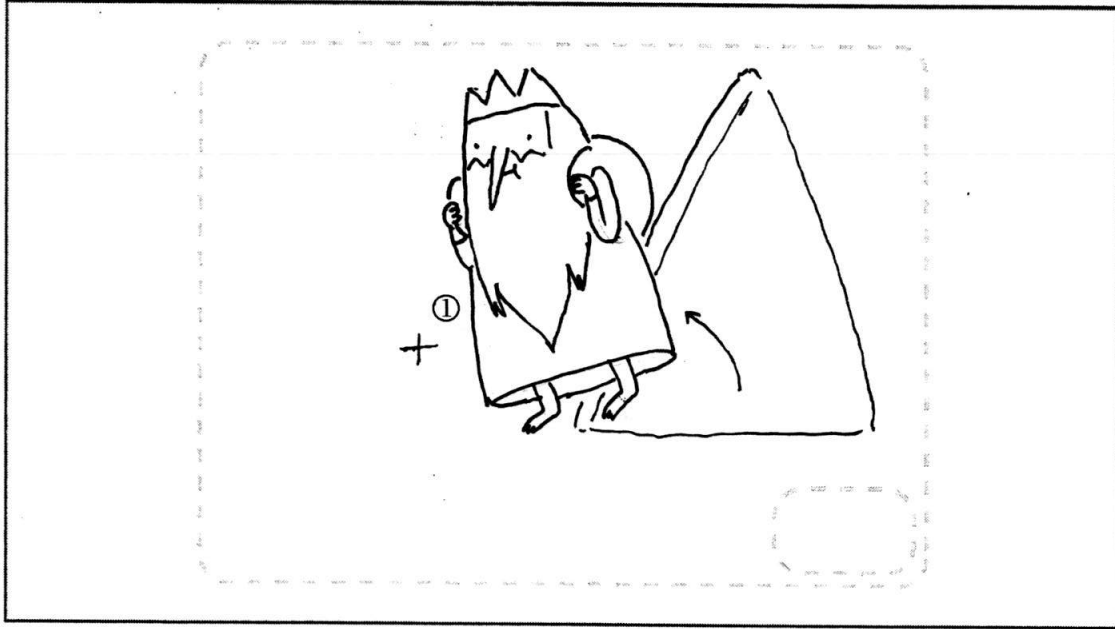
1025/174

ADVENTURE TIME

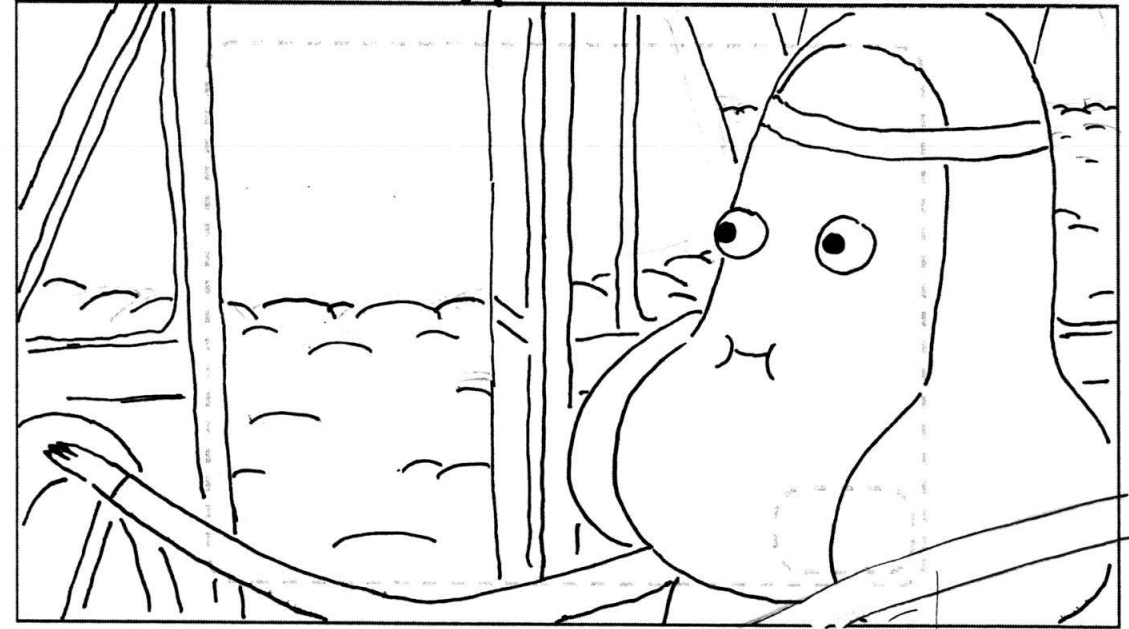


Cut

Sc. 2 *CONT* Pnl. C Bg. day night



Sc. 3 *CONT* Pnl. A Bg. day night



Dialog:

SEAT BELT

Action: -IK HOPS OUT THE ENTRANCE,
DROPS OFF'S

Timing:



-ABD SITS AT STEERING WHEEL.

FEB 27 2014

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Production :

ADVENTURE TIME

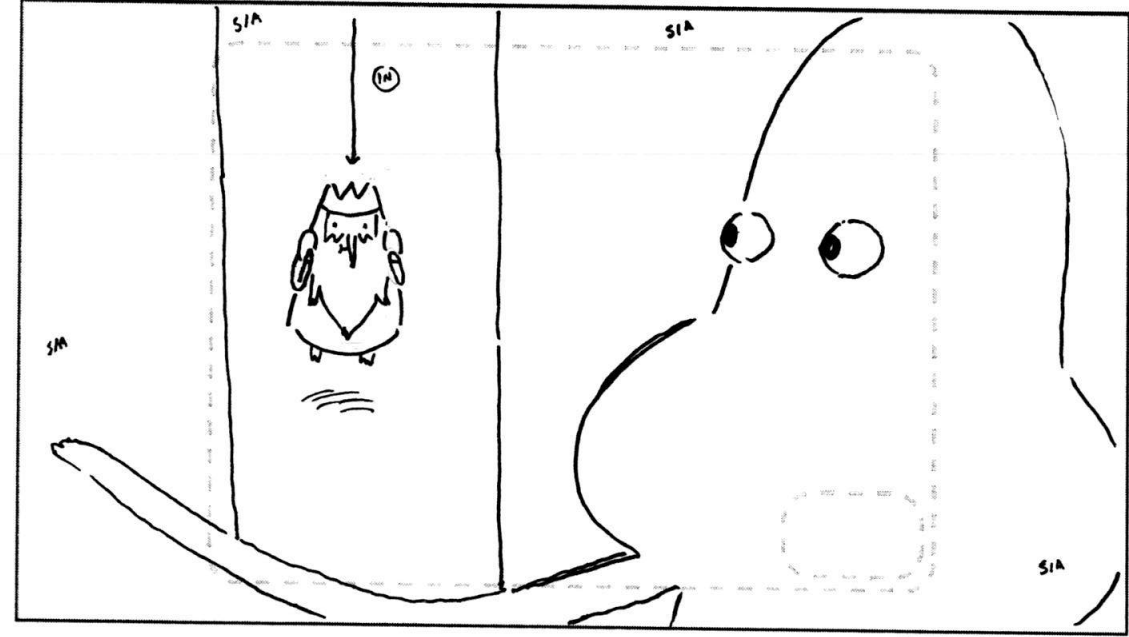


Sc. 3 *CONT*

Pnl. *B*

Bg.

day night

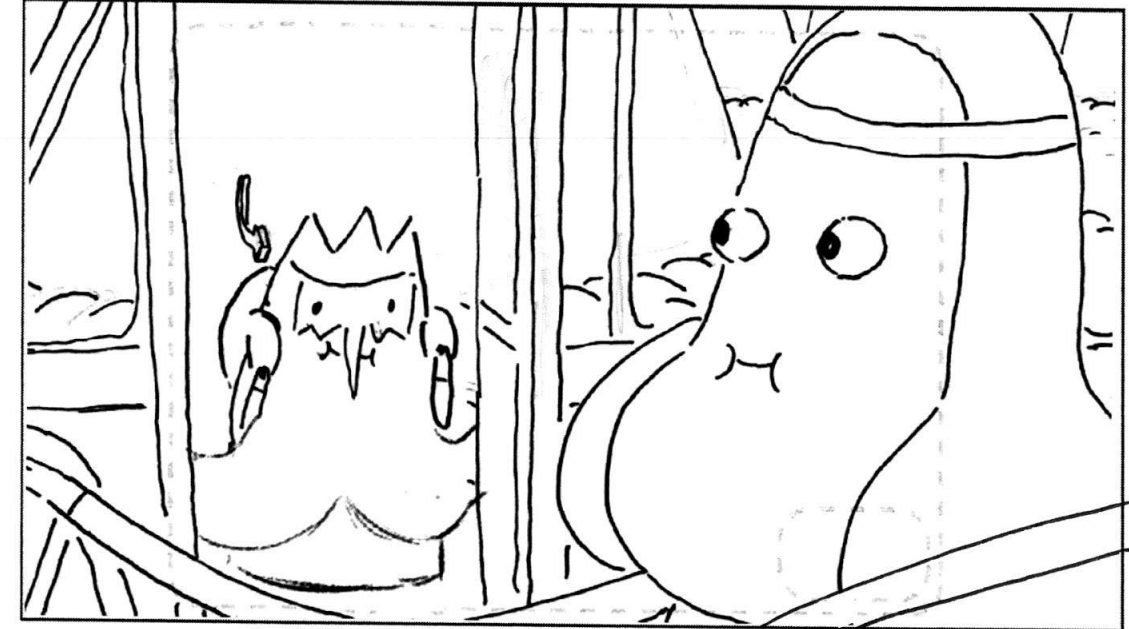


Sc. 3 *CONT*

Pnl. *C*

Bg.

day night



Dialog:	
Action:	<div>-IK DROPS ON/S</div> <div>-IK SWOOPS TOWARD BUS (IN ONE MOTION)</div>
Timing:	
FEB 27 2014	

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Production : 1025/174

ADVENTURE TIME



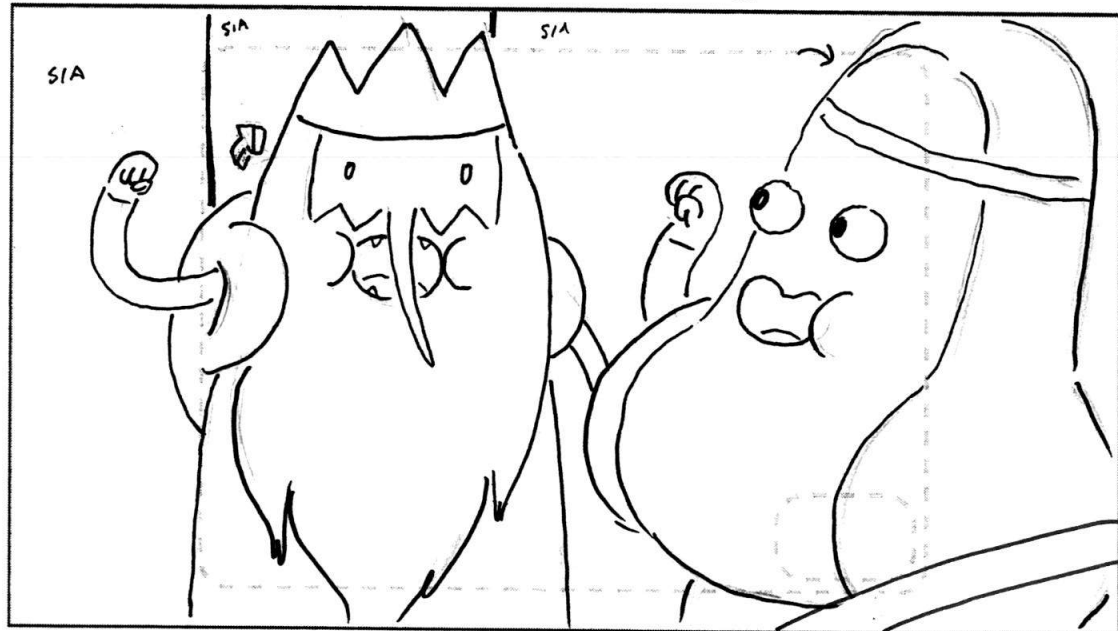
Page 6

Sc. 3 CONT

Pnl. D

Bg.

day night

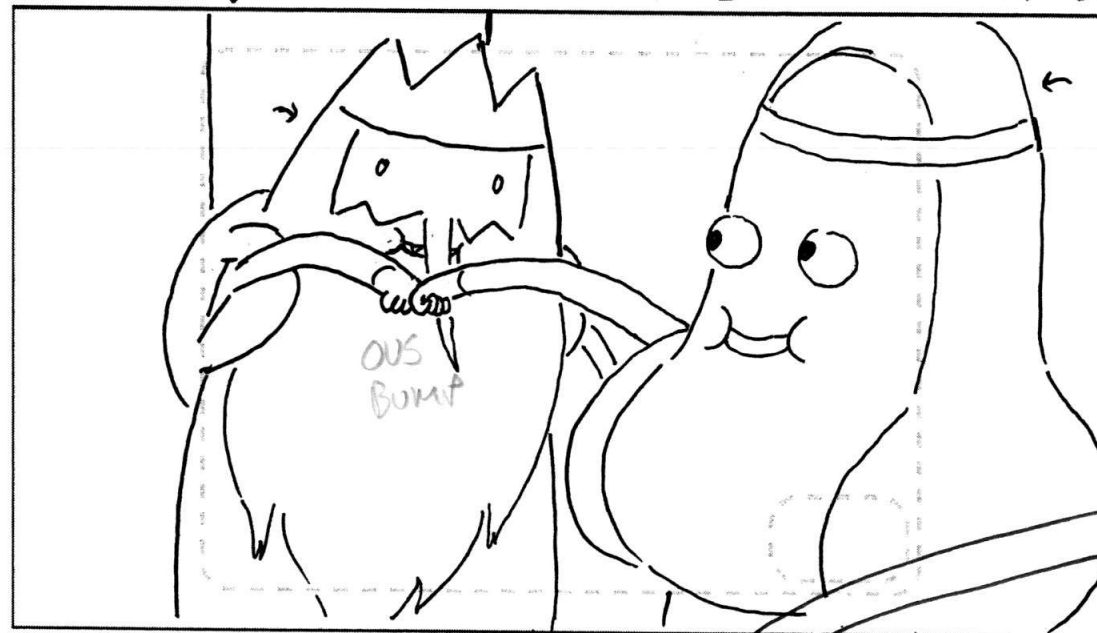


Sc. 3 CONT

Pnl. E

Bg.

day night



Dialog:

IK/ABD: ROAD TRIP!

FEB 27 2014

Action:

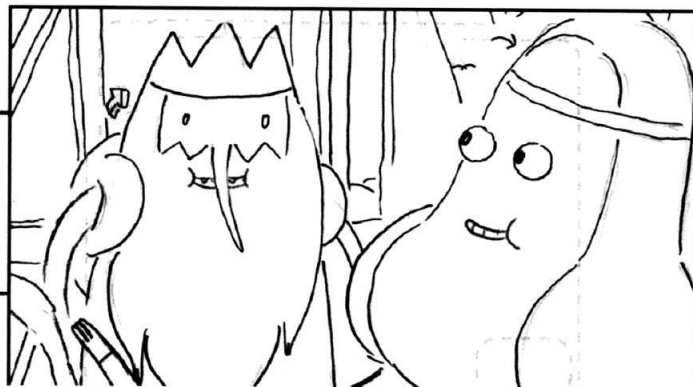
- IK SWOOPS INTO BUS

- IK/ABD FIST BUMP

(E1)

Timing:

(D1)



Production :

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1025/174

ADVENTURE TIME



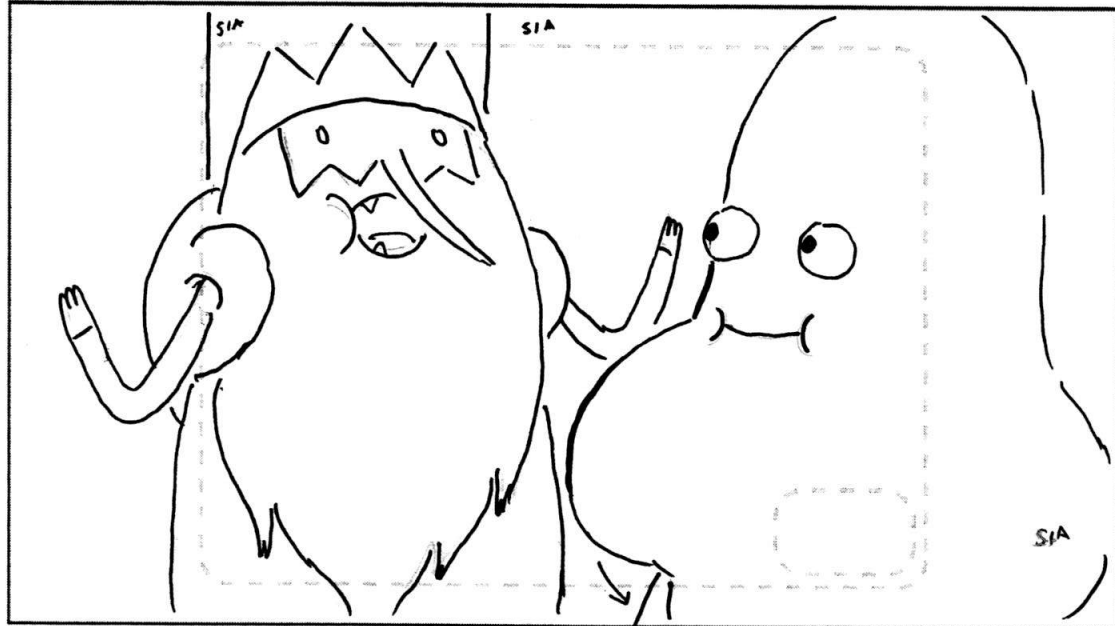
Page 7

Sc. 3 *CONT*

Pnl. F

Bg.

day night

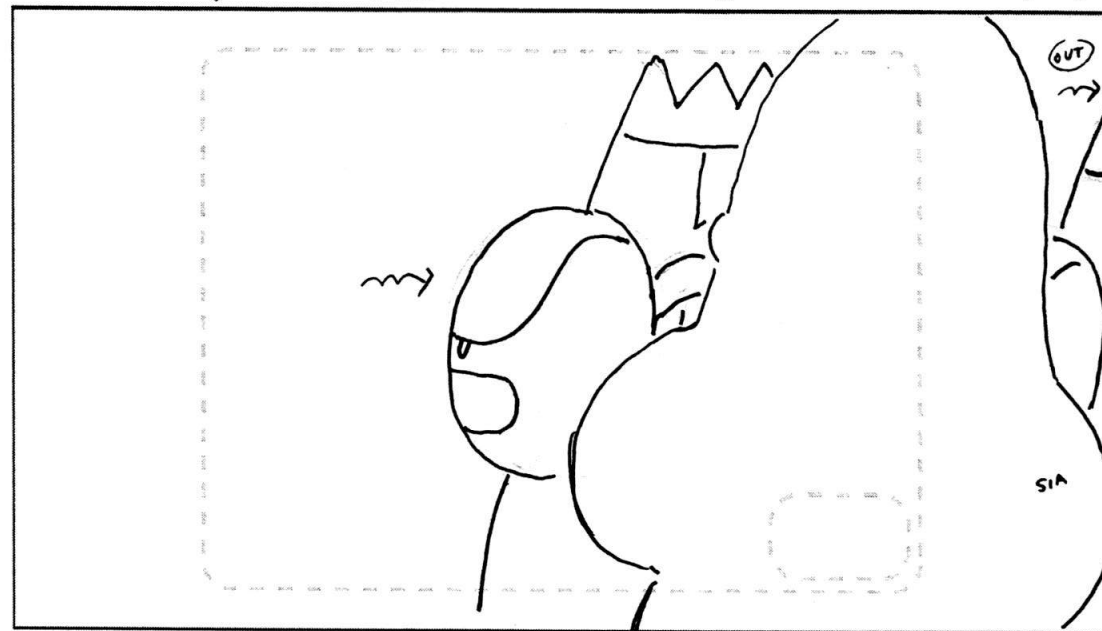


Sc. 3 *CONT*

Pnl. G

Bg.

day night



Dialog:

IK: CHECK OUT THIS SWEET
MAKE-OUT WAGON!

Action

Time



-IK WALKS PAST ABD OFFIS

FEB 27 2014

Production :

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1025/174

Ho Cut

1025/174

Sc. 4

Pnl. A

Bg.

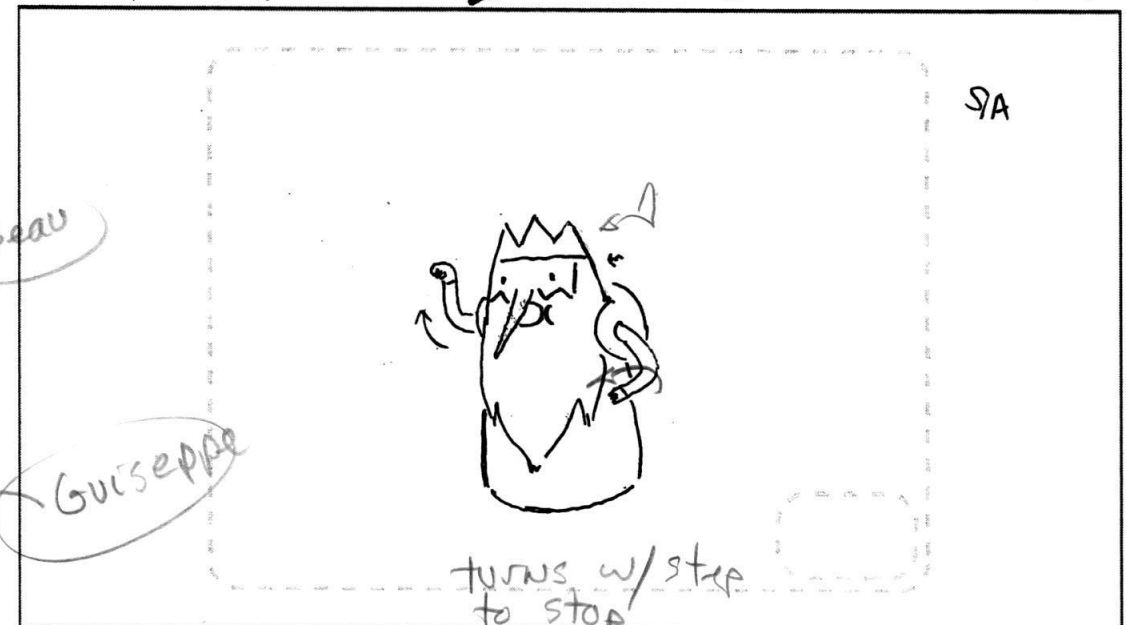
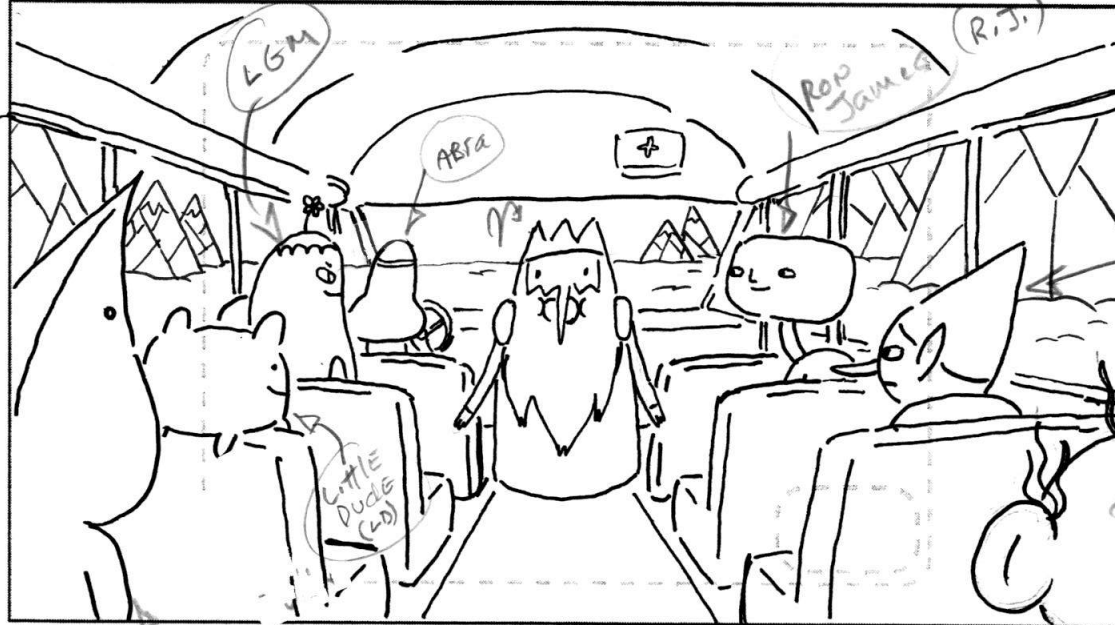
day night

Sc. 4 CONT

Pnl. *B*

Bg.

day night



Dialog:

IK Steps FWD

IK: LIFE - GIVING MAGUS BRO

Action:

FEB 27 2014

Timing:**EPISODE #**

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1025/174

Production :

1025/174

He
Cut

ADVENTURE TIME

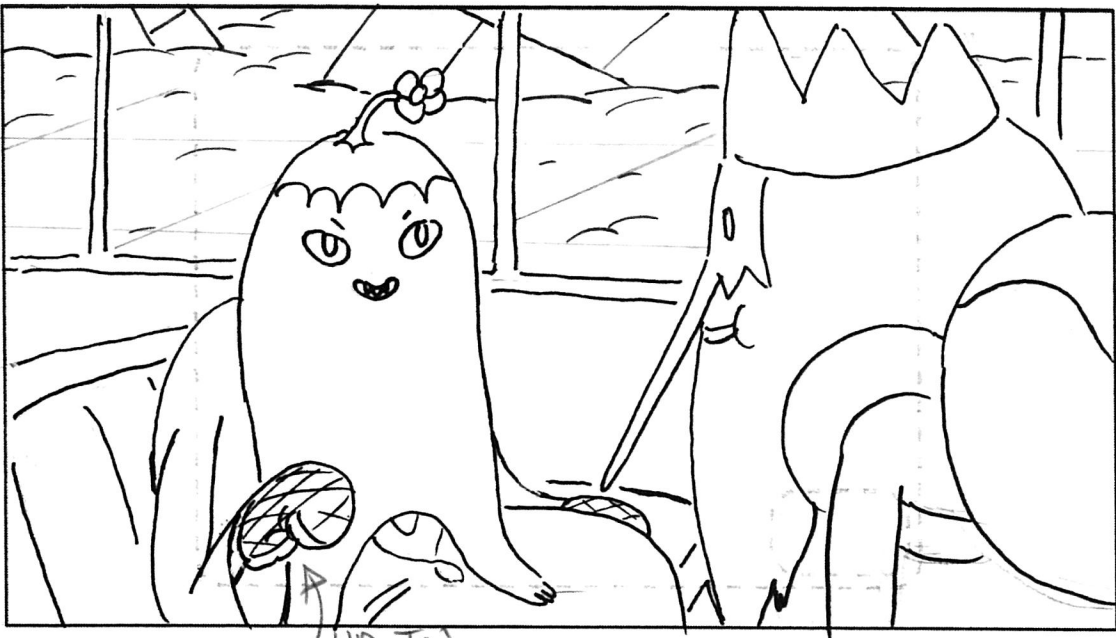


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3/18/14

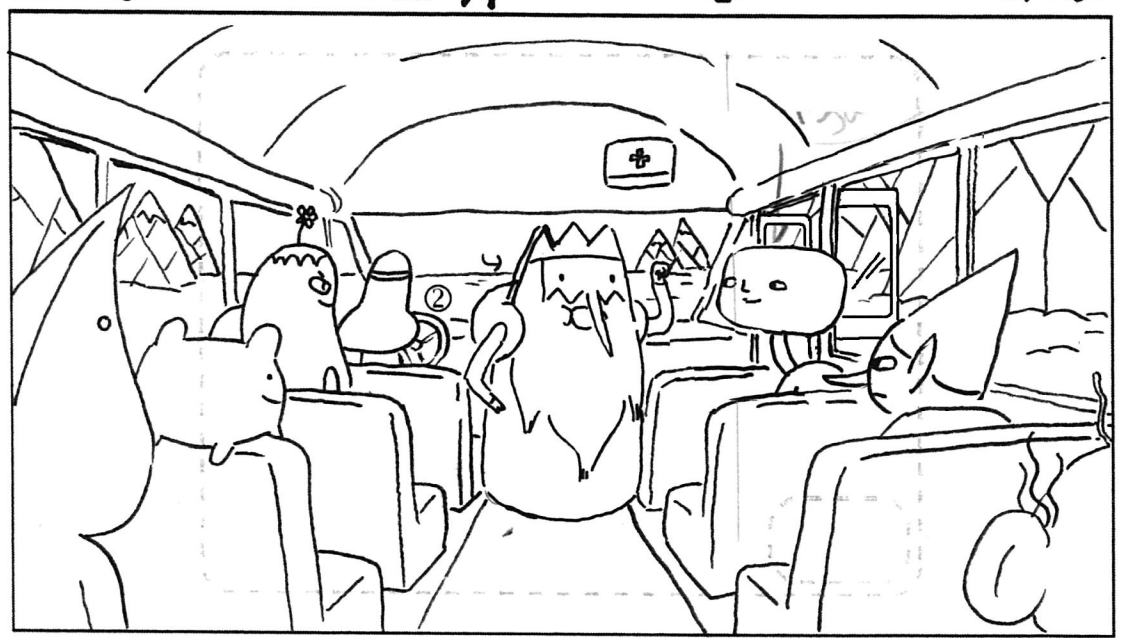
Page 9

He
Cut

Sc. 5 Pnl. A Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog: LGM : YO YO YO
IK : YO YO !

Action: - IK + LGM
BUMP FISTS

Timing:

IK : RON JAMES BRO



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HW
Cust

ADVENTURE TIME

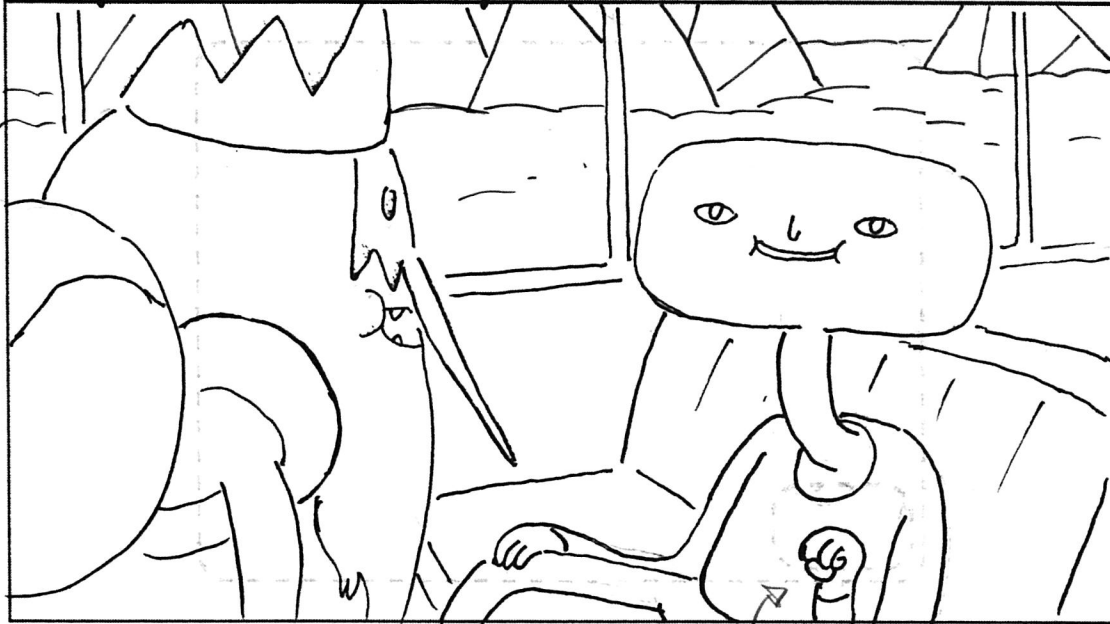


HW
Cust

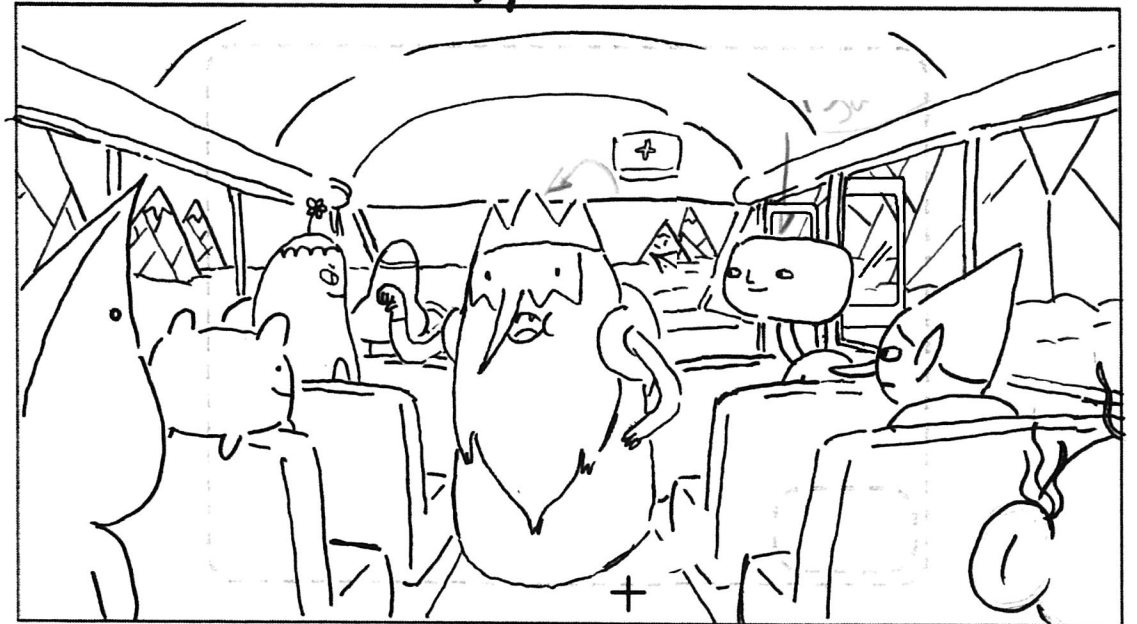
REVISED
3/18/14

Page 10

Sc. 7 Pnl. A Bg. day night



Sc. 8 Pnl. A Bg. day night



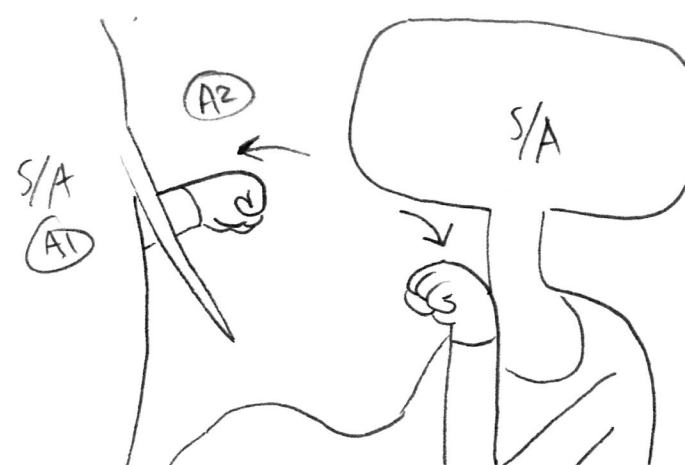
Dialog: RJ: WAZZUHHHP

IK: NOT MUCH NOT MUCH

IK: FINN'S OLD HAT - BRO

Action: IK + RJ
BUMP FISTS

Timing:



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EPISODE #

Production :

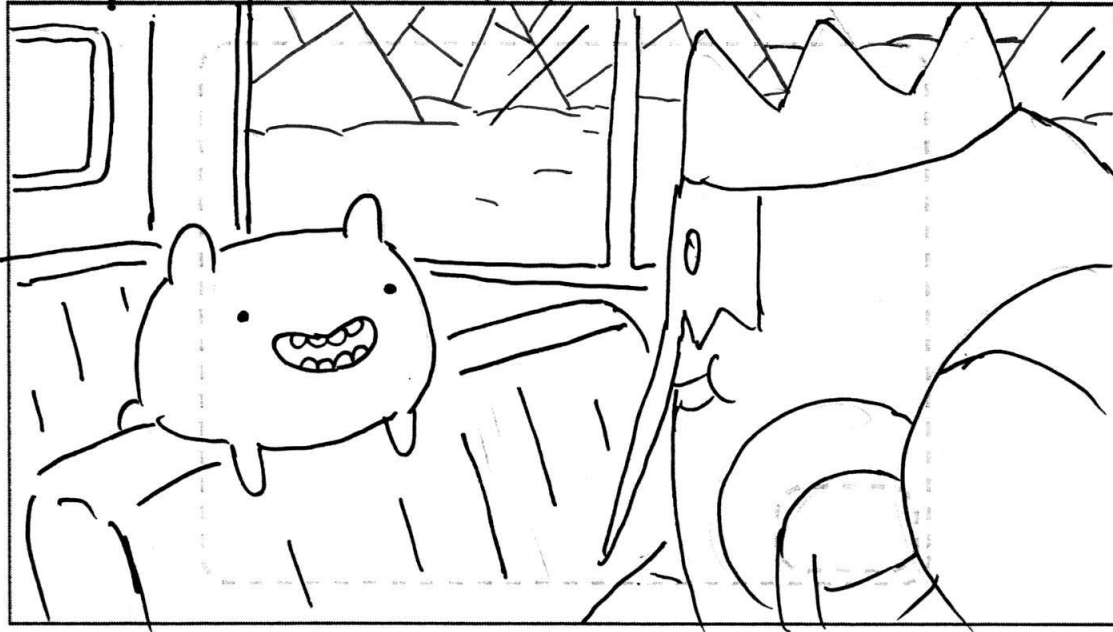
174

ADVENTURE TIME

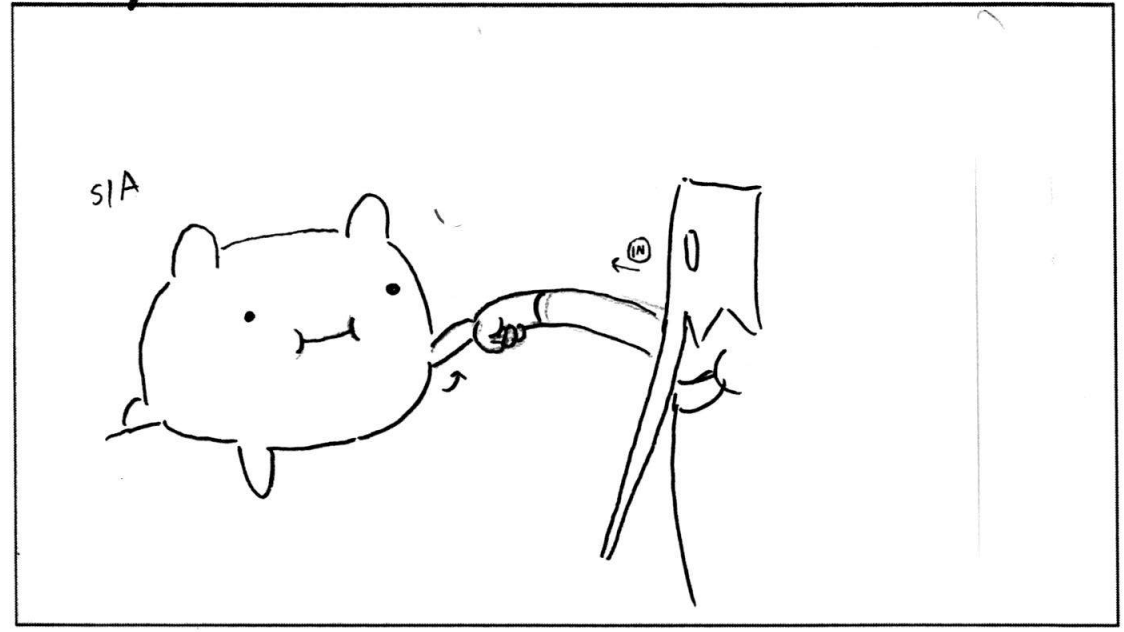


Page 11

Sc. 9 Pnl. A Bg. day night



Sc. 9 CONT Pnl. B Bg. day night

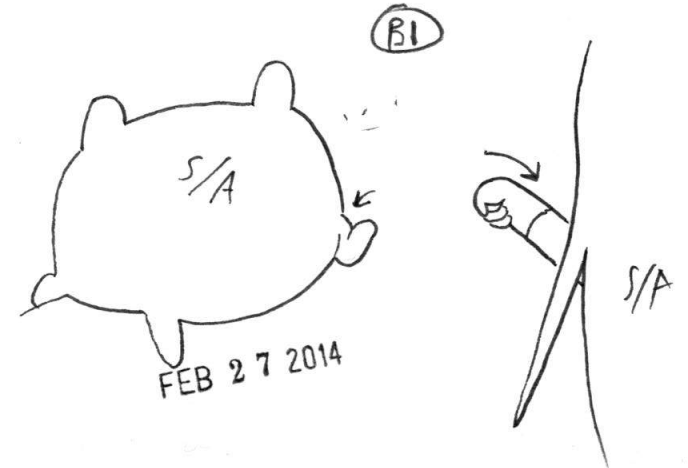


Dialog: LD: NAME'S LITTLE DUDE

IK: SURE, SURE

Action: - LD + IK BUMP FISTS

Timing:



Handwritten 'Hu Cut' in the top right corner.

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1025/174

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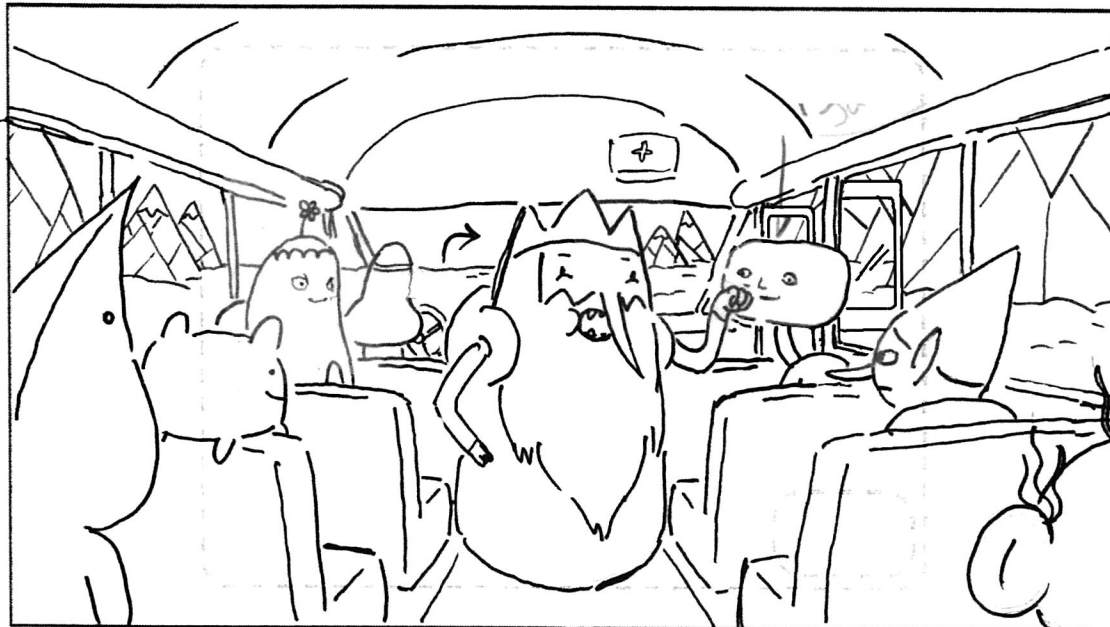
Page 12

Sc. 10

Pnl. A

Bg.

day night



Sc. 11

Pnl. A

Bg.

day night



Dialog:

IK/ Hey uh... uh... Duh m...

BEAU : ITS BEAU

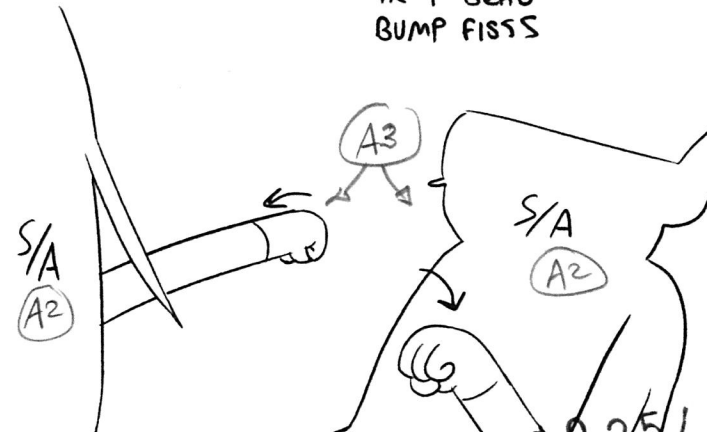
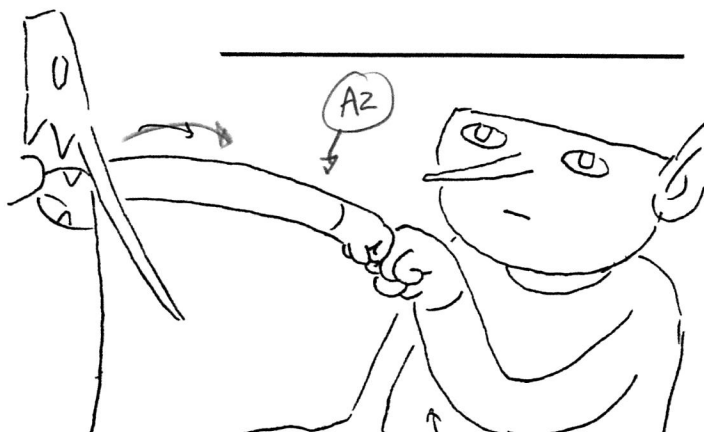
IK/ Beau-BRO! Right.

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-IK + BEAU
BUMP FISS

Action:

- IK TURNS TOWARDS BEAU



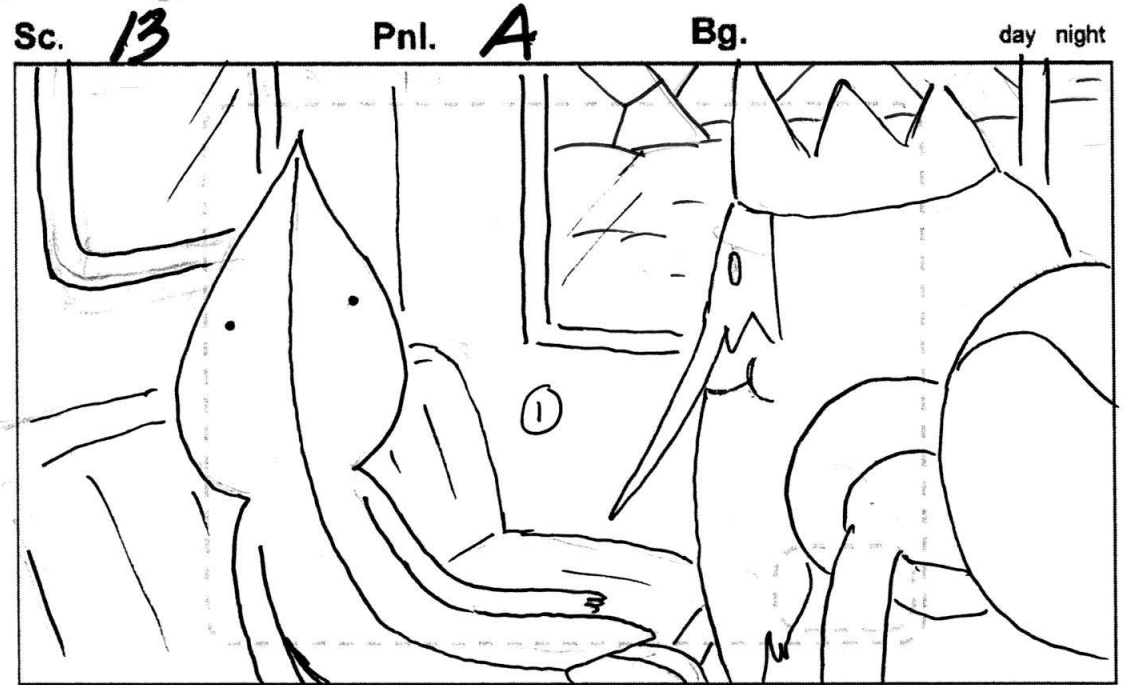
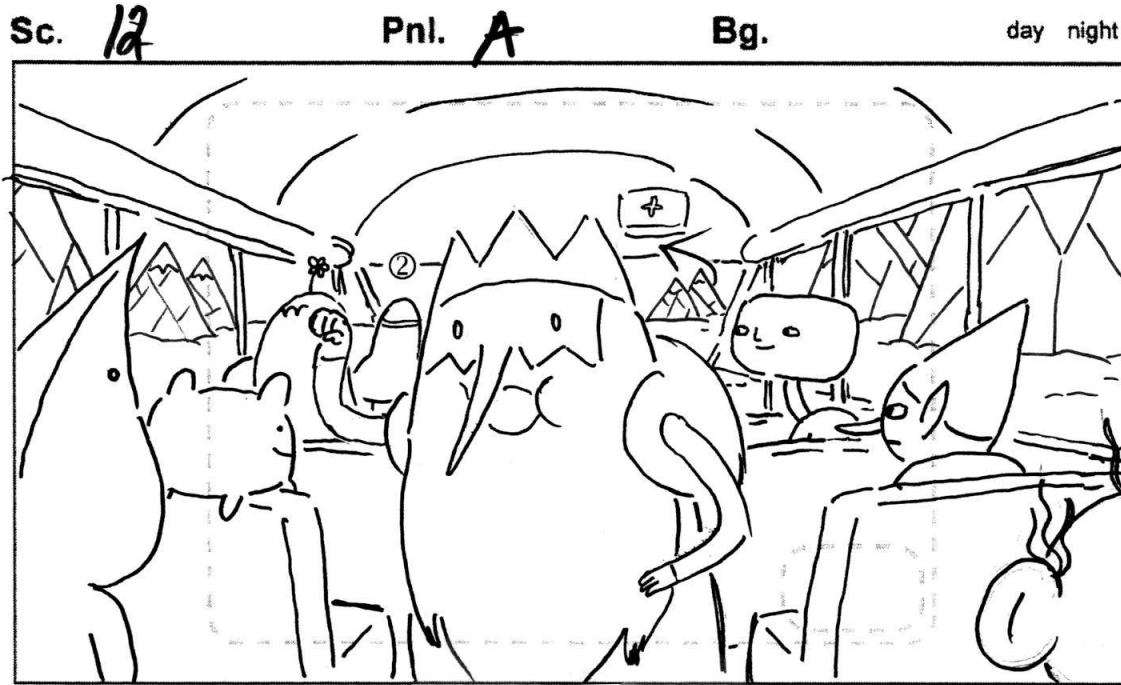
1025/174

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ADVENTURE TIME



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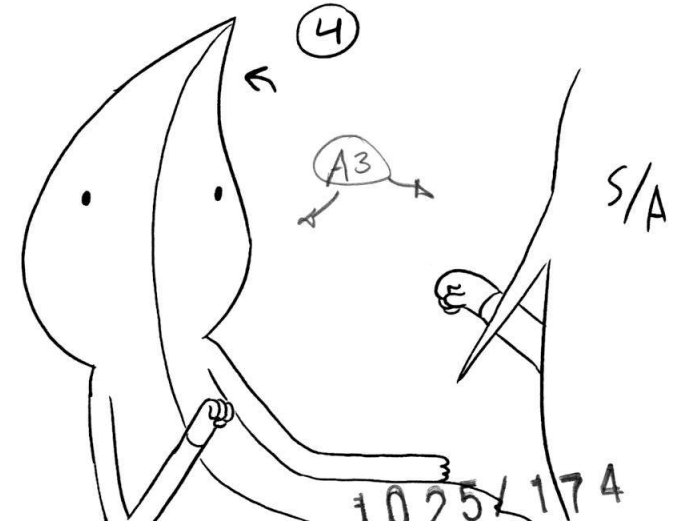
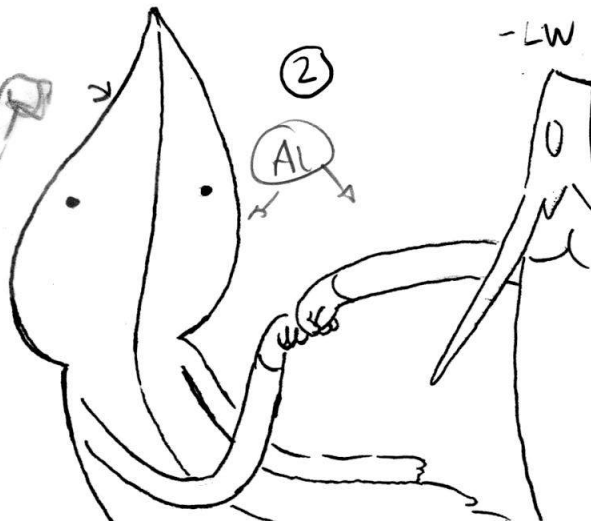
Dialog:

IK: LEAF MAN - P

LEAF WIZARD . . .

Action:

Tim



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1025/174

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HU
Cut

ADVENTURE TIME



HU
Cut

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5/18/14

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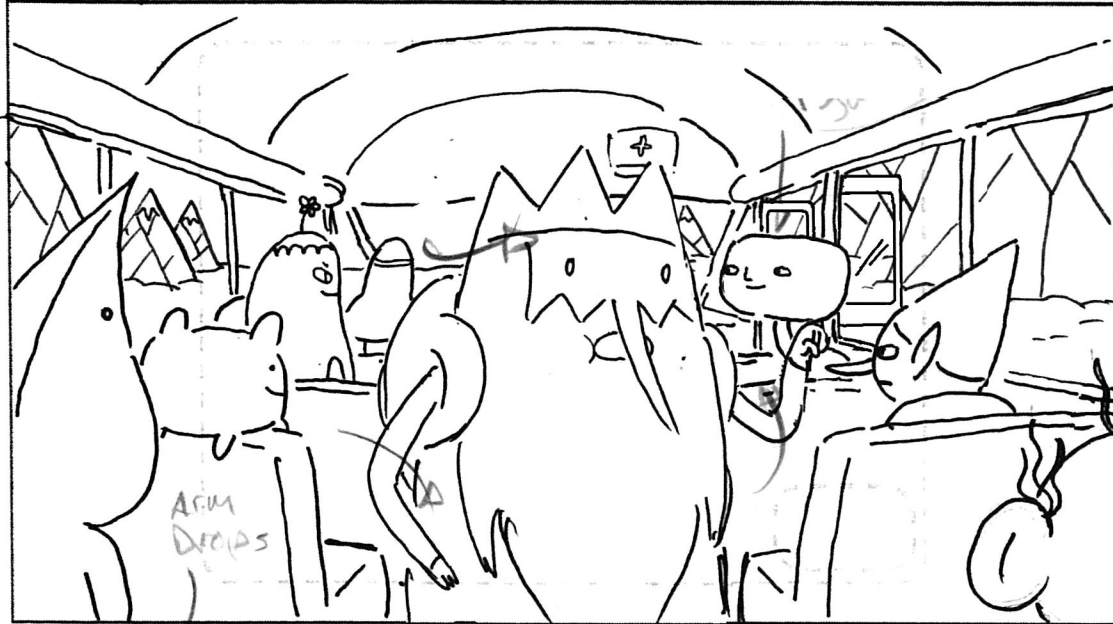
HU
Cut

Sc. 14

Pnl. A

Bg.

day night

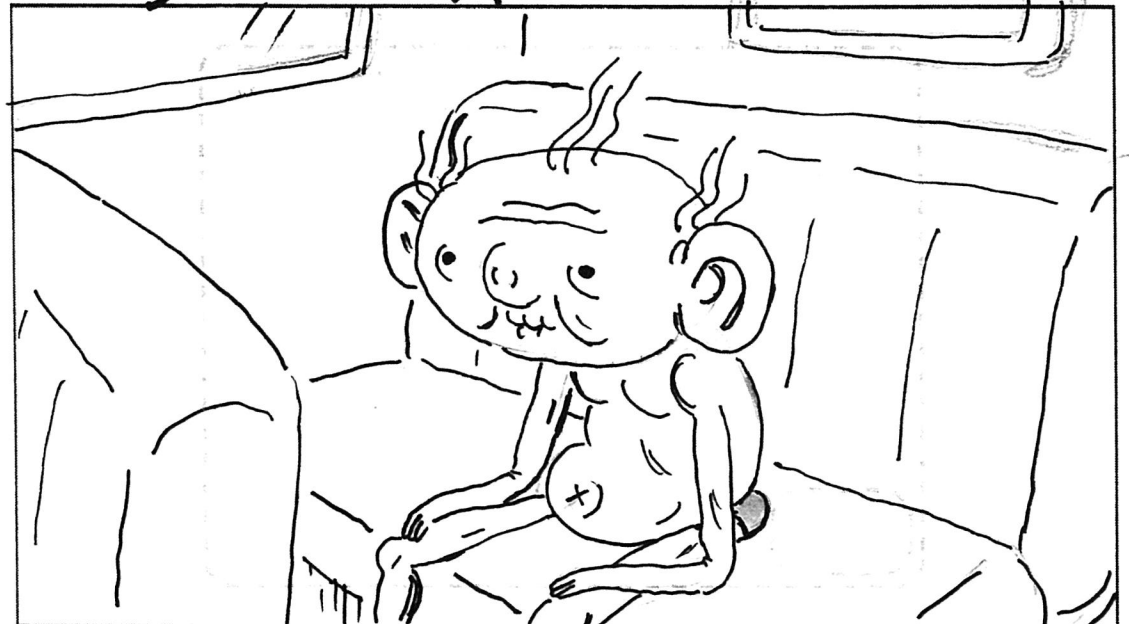


Sc. 15

Pnl. A

Bg.

day night



Dialog:

IK: AND UHH...

GIUSEPPE: (BREATHING)
THRU NOSE

IK turns to Giuseppe

Action:

Timing:



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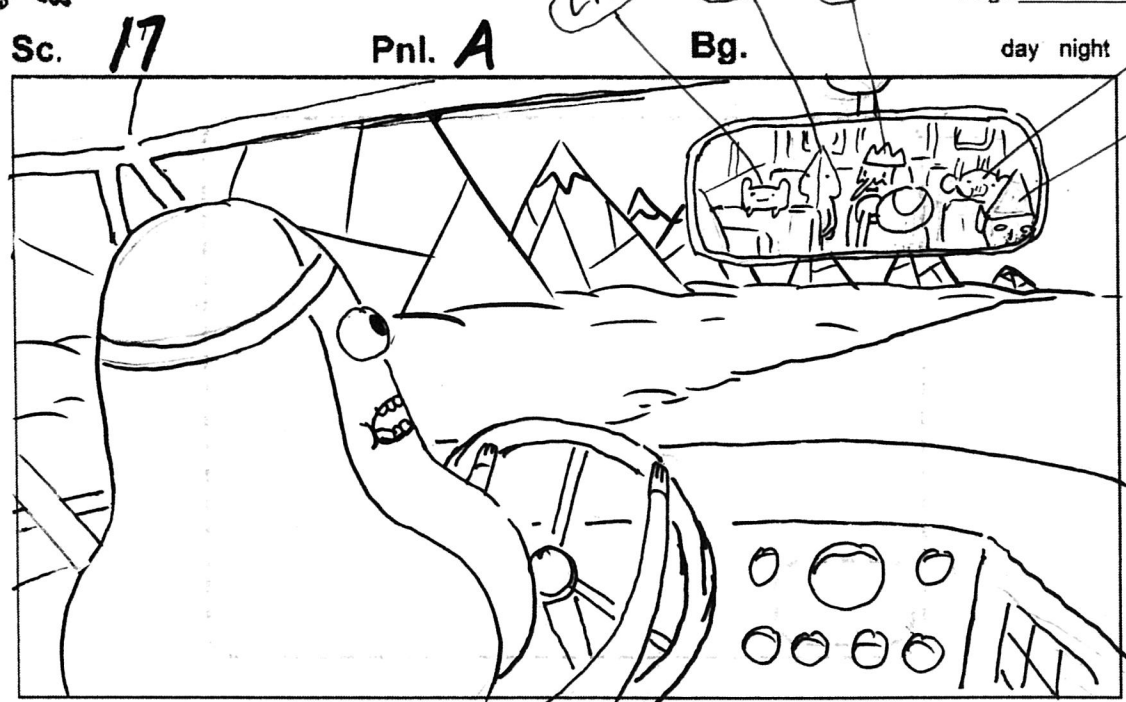
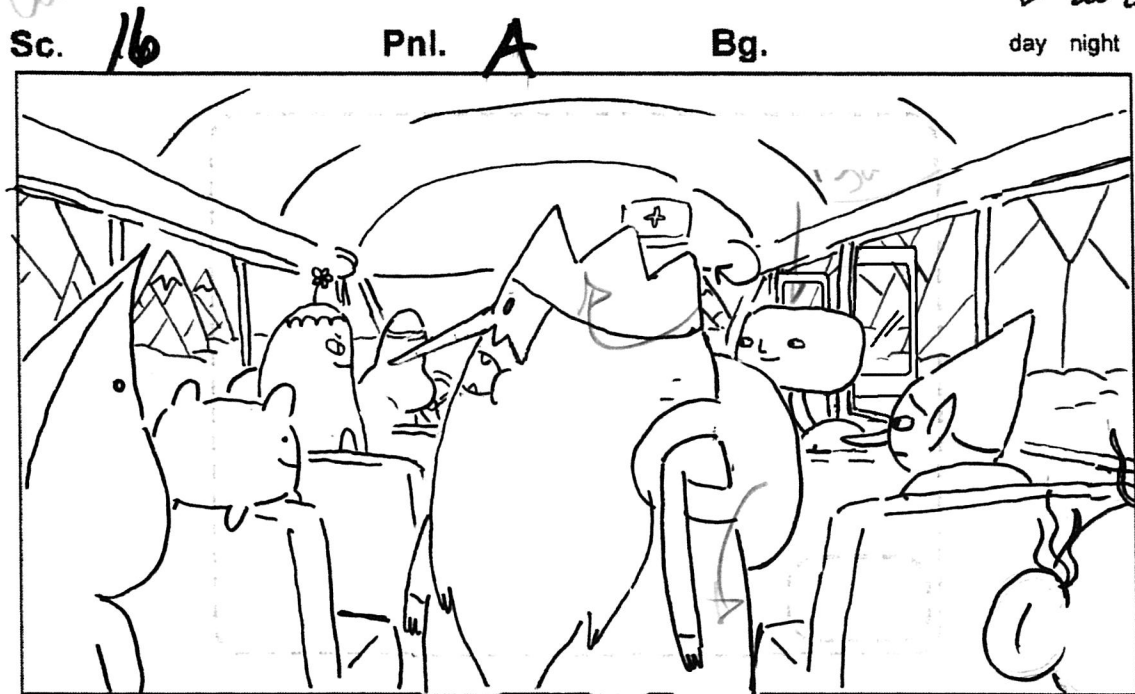
ADVENTURE TIME



REVISED
3/18/14

NO SC
18

Page 15



Dialog:	IK: WHO'S THIS GUY?	ABD: I DON'T KNOW, WE JUST PICKED HIM UP!
Action:	(Al) →	(Al)
Timing:		

FEB 27 2014

Production :

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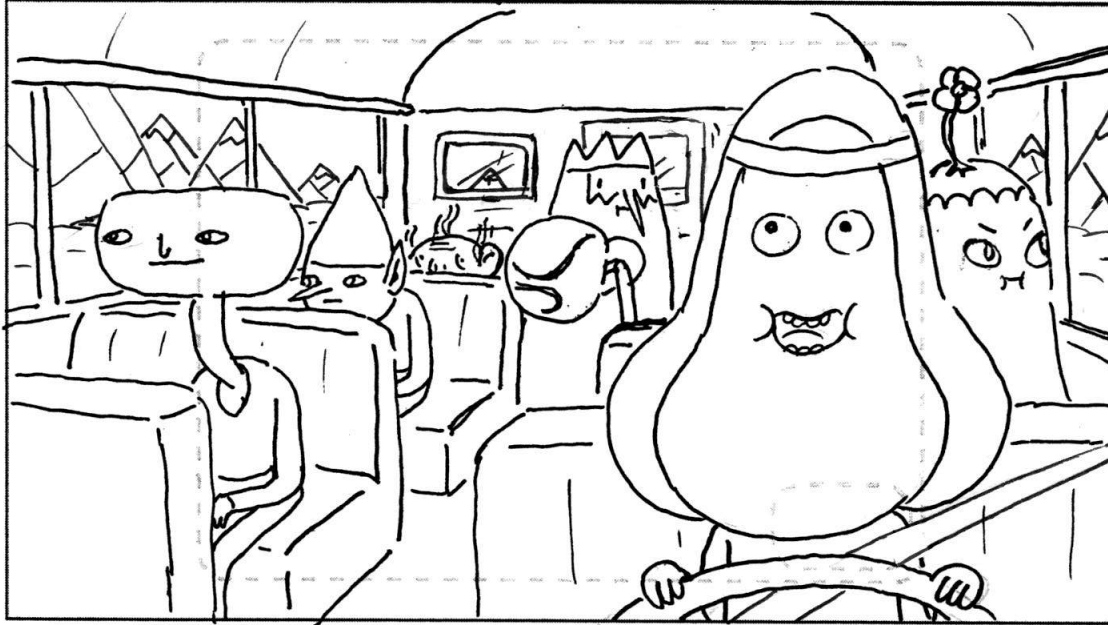
HW
CUT

ADVENTURE TIME

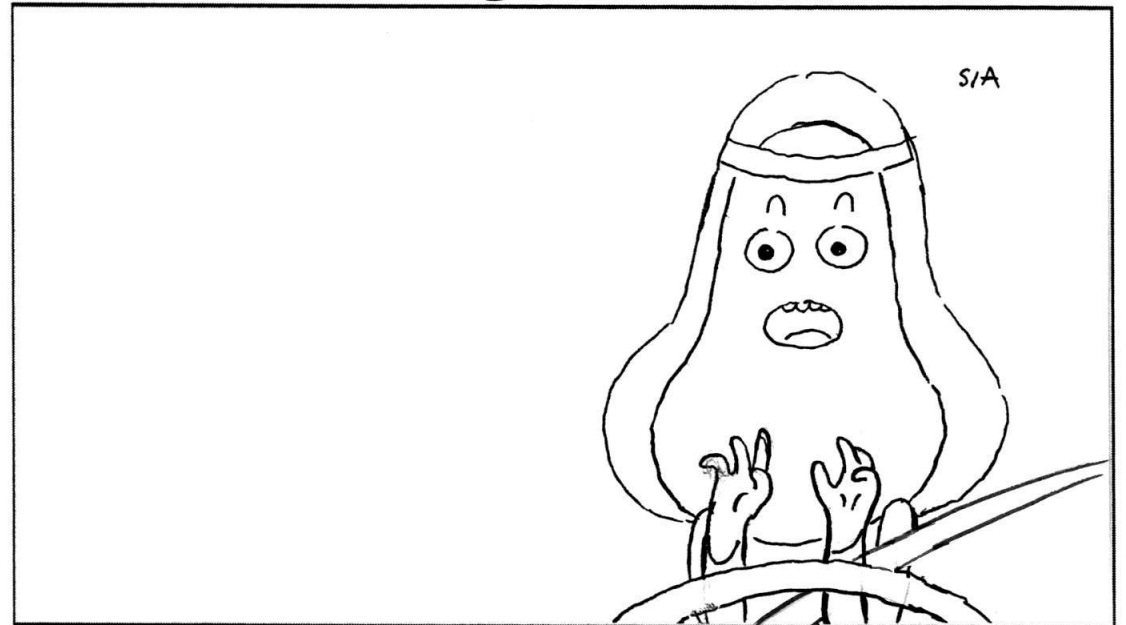


Page 16

Sc. 19 Pnl. A Bg. day night



Sc. 19 *cont* Pnl. B Bg. day night



Dialog: ABD: THAT'S THE KIND OF TRIP THIS IS GOING TO BE! ABD: IT'S A "DESTINY WILL GUIDE US~" →

Action:

-ABD WIGGLES FINGERS.

FEB 27 2014

Timing:



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1025/174

Production :

1025/174

ADVENTURE TIME

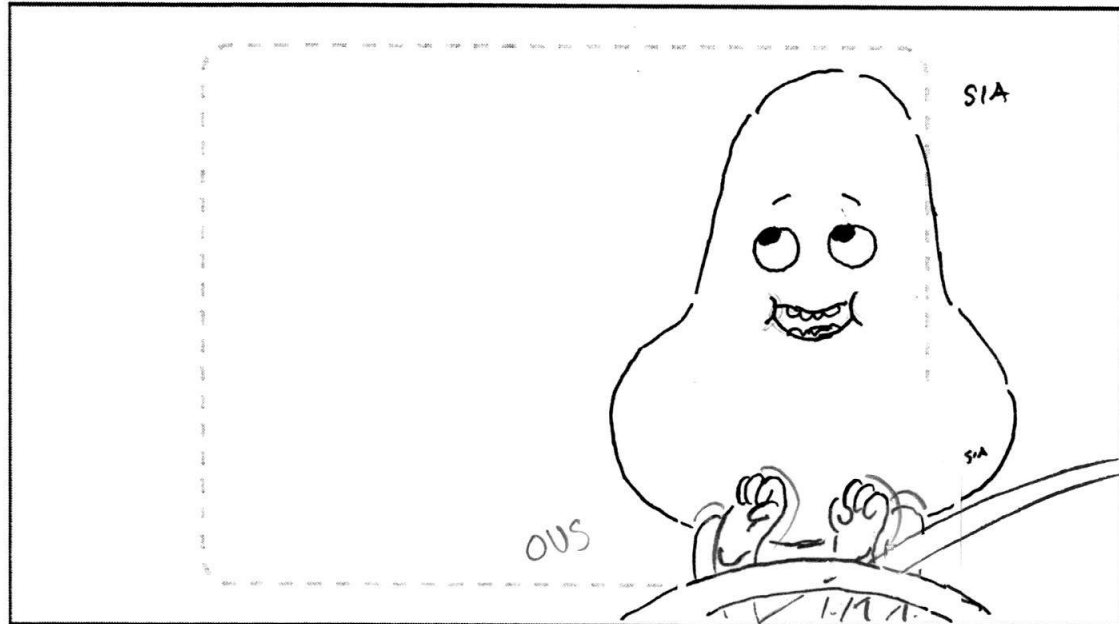


Page 17
day night

Sc. 19 CONT Pnl. C

Bg.

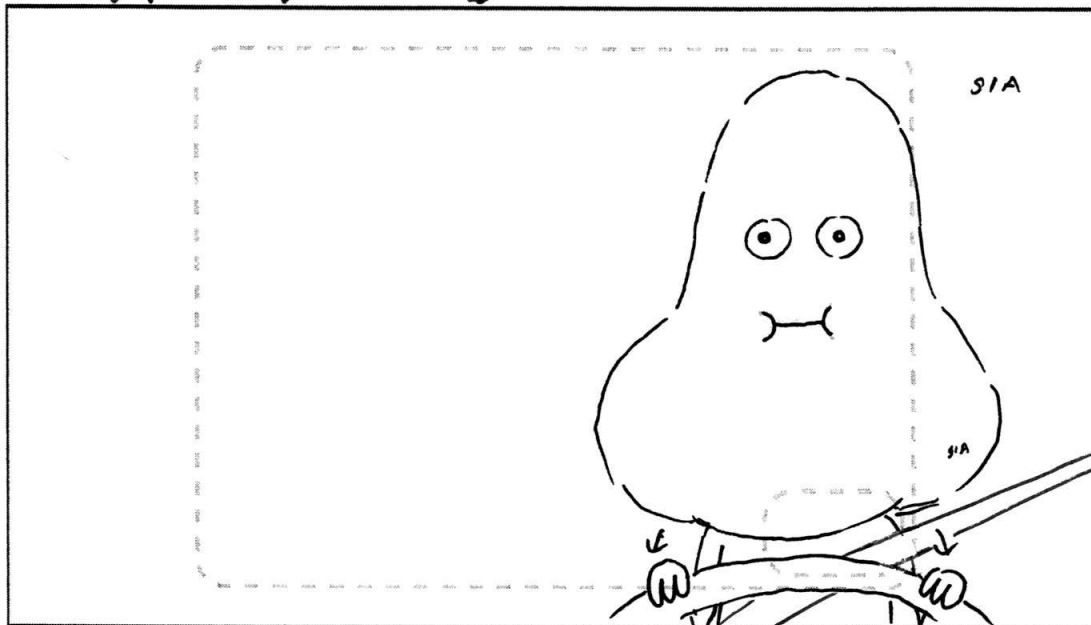
day night



Sc. 19 CONT Pnl. D

Bg.

day night



Dialog:

ABD: KINDA THING.

Action:

- ABD GRABS WHEEL

FEB 27 2014

Timing:

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1025/174

Production :

1025/174

1025/174

1025/174

Ho Cut

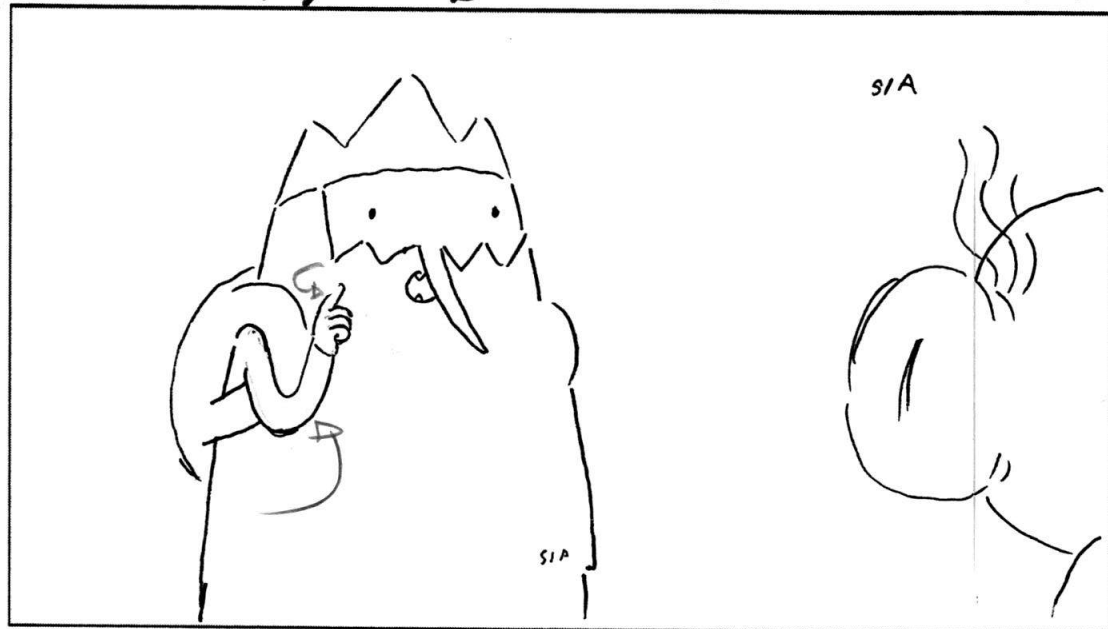
ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. 20 CONT Pnl. B Bg. day night



Dialog:

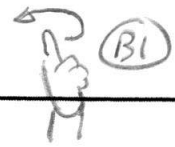
Action: - IK TURNS

Timing:



IK: WELL HOW BOUT WE CALL YOU...

- IK TWIRLS HIS INDEX FINGER



(B) (B1)

FEB 27 2011

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1025/174

Production :

1025/174

ADVENTURE TIME

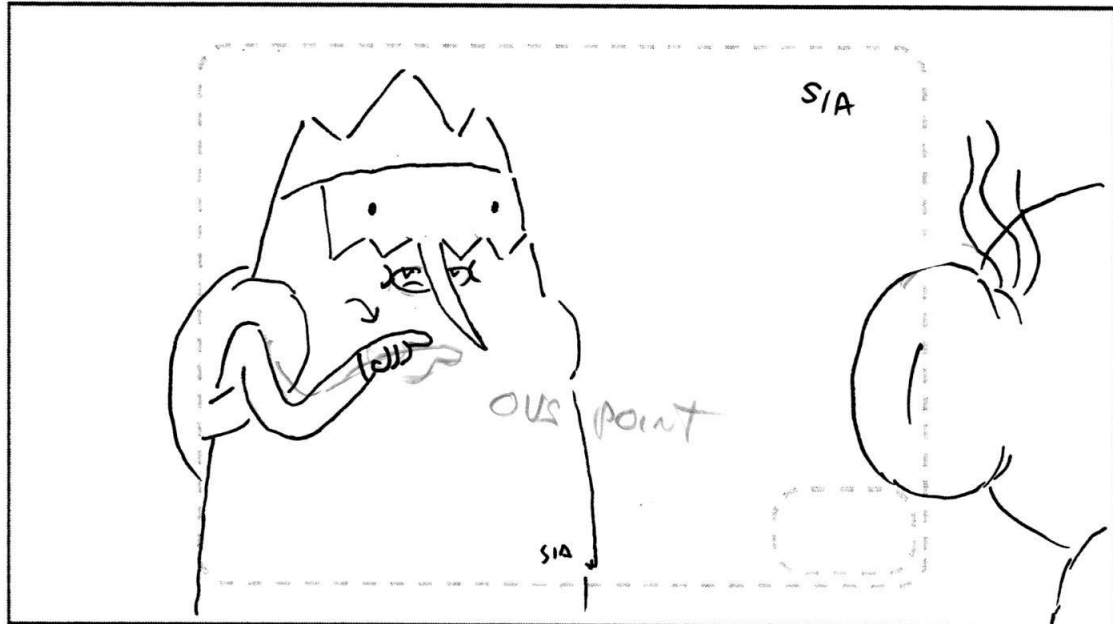


Page 19

Sc. 20 *cont* Pnl. C

Bg.

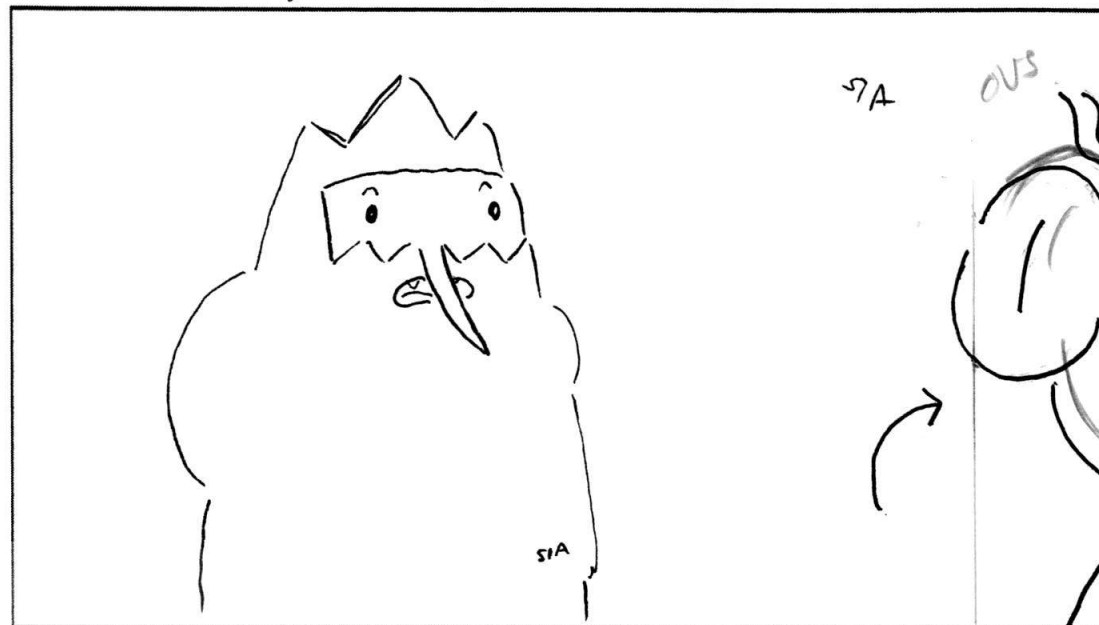
day night



Sc. 20 *cont* Pnl. D

Bg.

day night



Dialog: 15 : GIUSEPPE.

Action:

- G LGANS TO SIDE

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Timing:

He cut

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HO
Cut

ADVENTURE TIME



Page 20

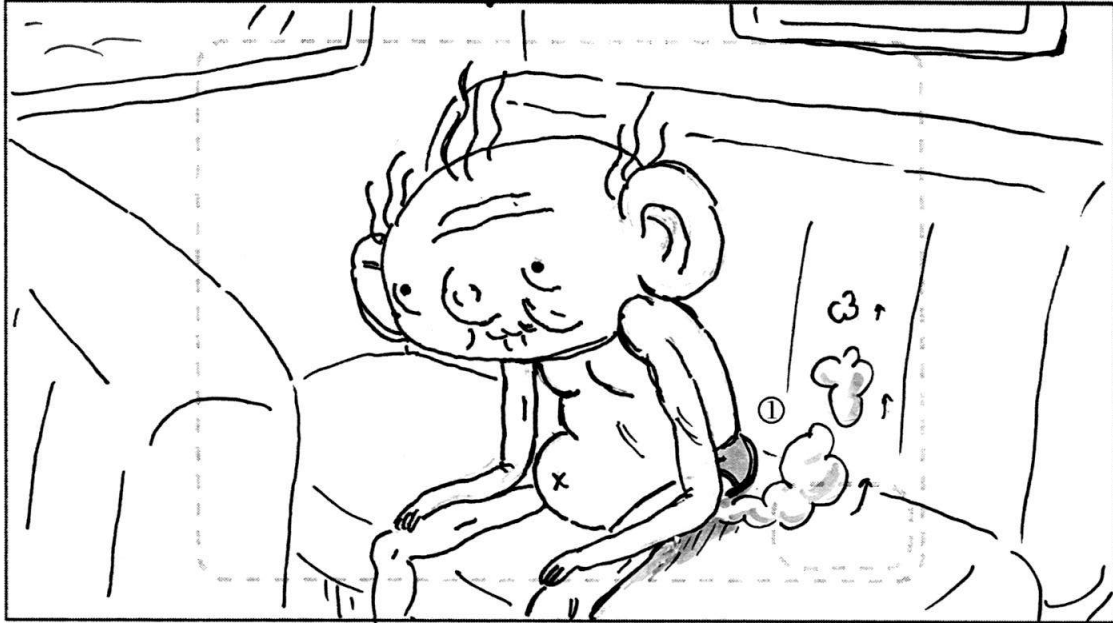
Cut

Sc. 21

Pnl. A

Bg.

day night

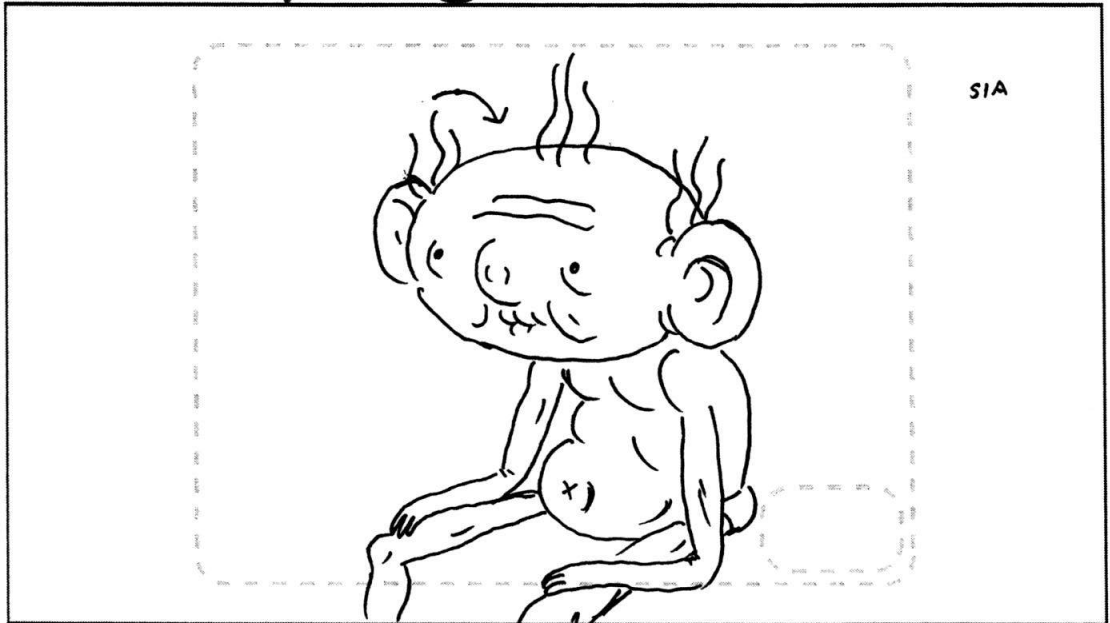


Sc. 21

CONT Pnl. B

Bg.

day night



Dialog:

SFX : PPPPBBBBTTTT ~~~~~>

Action:

- G LETS OUT A LONG FART
- FART CLOUDS RISE OUT FROM UNDER HIS BUTT

- G PUTS HIS BUTT BACK DOWN

FEB 27 2014

Timing:



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1025/174

Production :

1025/174

1025/174

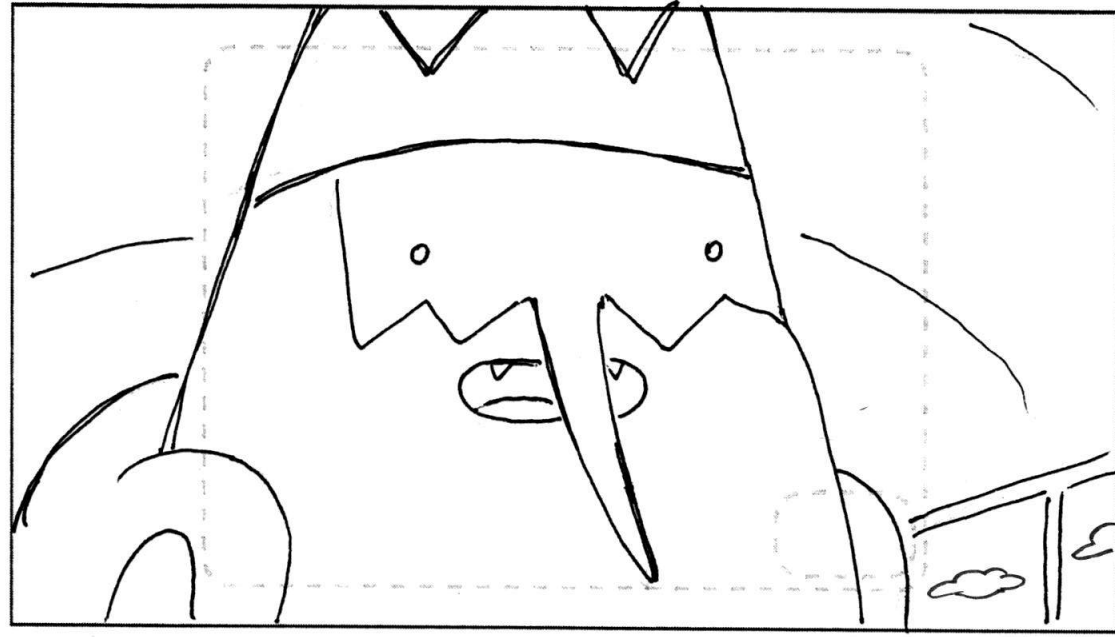
Cut

ADVENTURE TIME

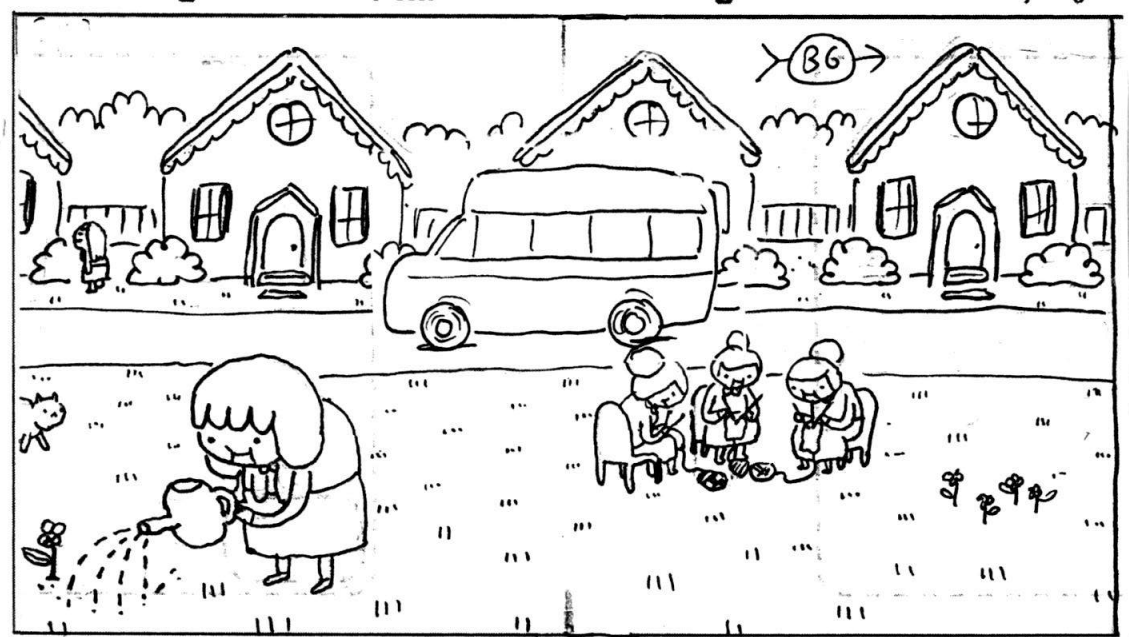


Cut w/wipe a post

Sc. 22 Pnl. A Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	IK: THAT'S RIGHT GIUSEPPE...
Action:	- BUS ROLLS ALONG THROUGH OLD LADY VILLAGE - BG PAN - BUS WHEELS TURNING
Timing:	AA (A)

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ADVENTURE TIME

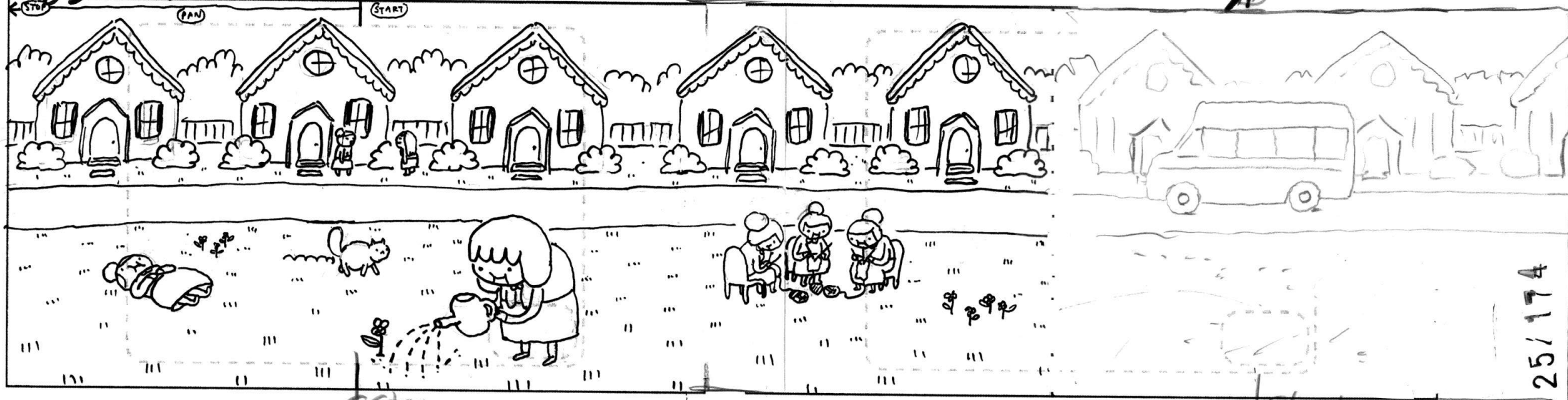


cut w/wipe
to post

Sc. 23 cont

Sc 23

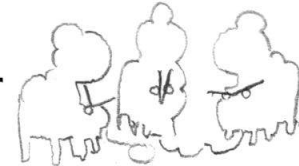
A



Dialog:

Action:

- BG PAN



AL

FEB 27 2014

Timing:

Production :

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ADVENTURE TIME



HO
CUT

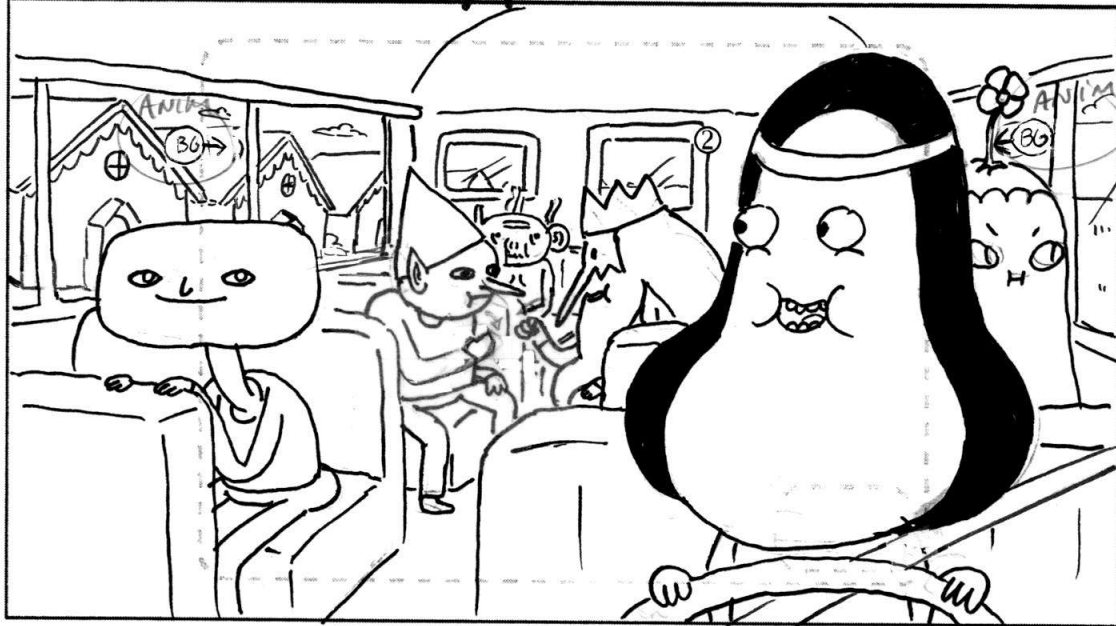
Page 23

Sc. 24

Pnl. A

Bg.

day night

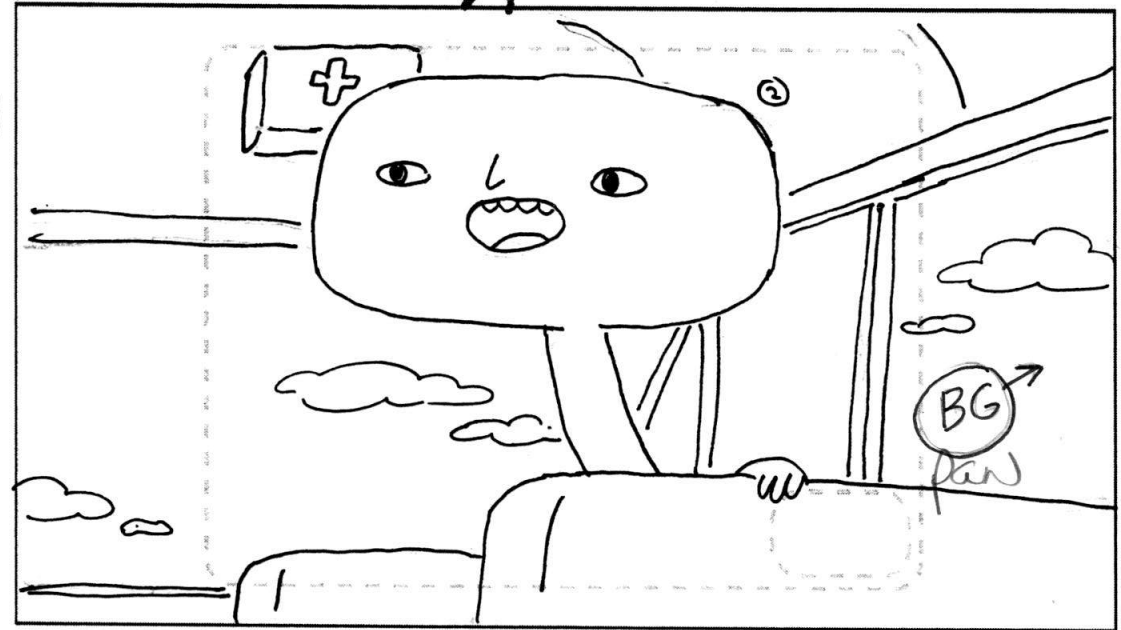


Sc. 25

Pnl. A

Bg.

day night



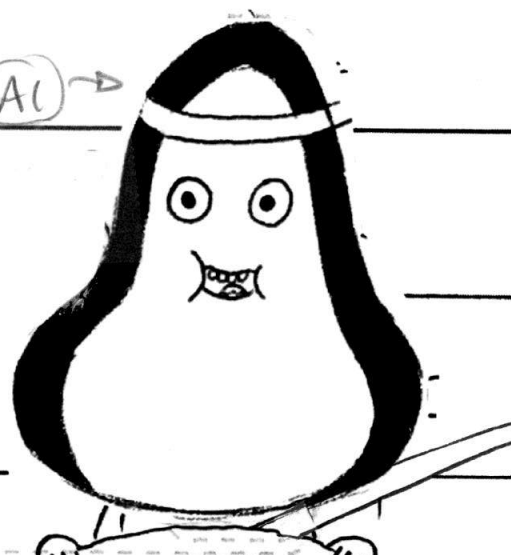
Dialog:

ABD: OKAY RON JAMES, IT'S TIME.

RJ: AIGHT LISTEN UP BRAHS ...

ANIM. BG AWAY FROM CAM
IN PERSPECTIVE

(A1) →



IK
BEAU
PLAY
ROCK, PAPER, SCISSORS.



S/A
(A)

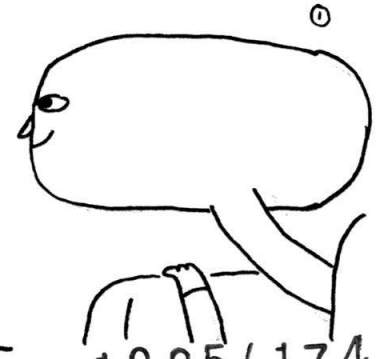


(A2)

OUS

OUS ARMS DOWN

FEB 27 2014



1025-174

EPISODE #

1025/174

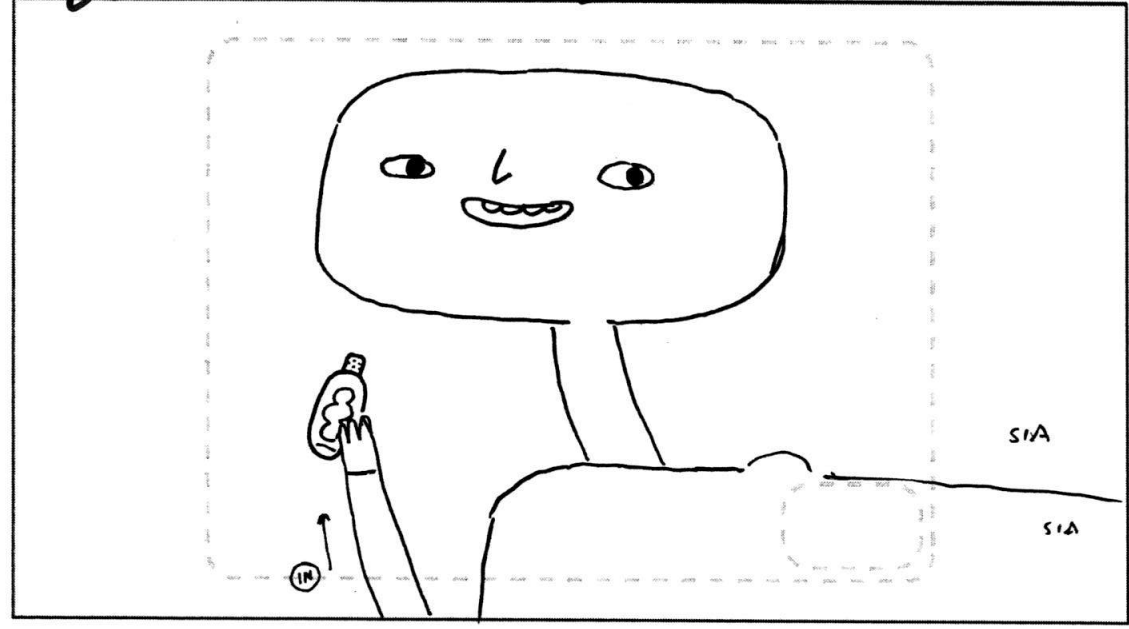
1025/174

ADVENTURE TIME

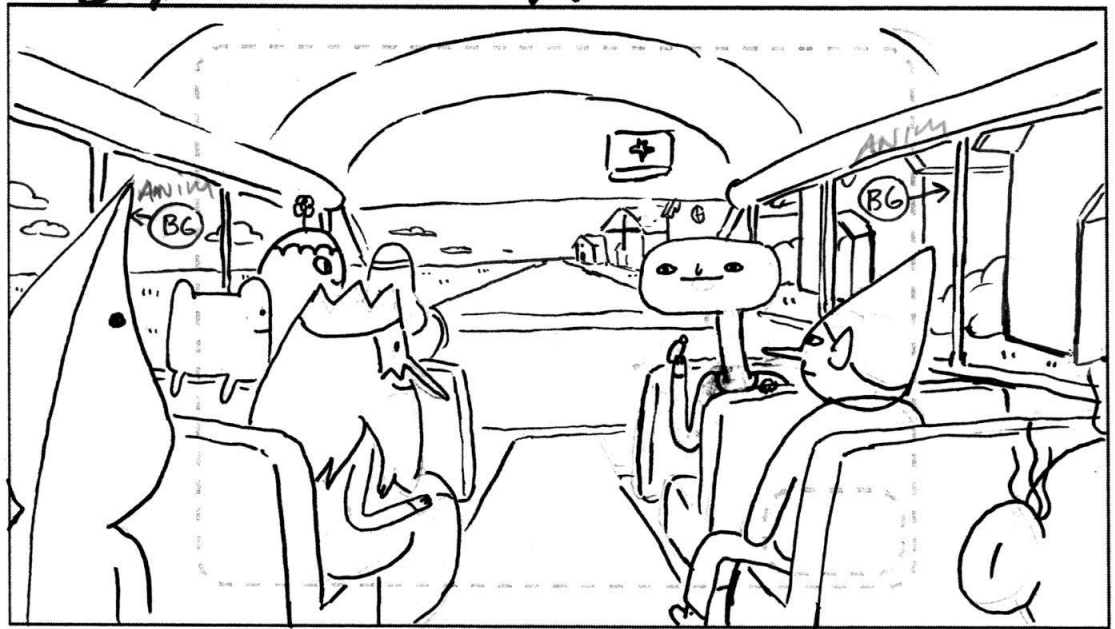


Page 24

Sc. **25 CONT** Pnl. **B** Bg. **NO SCENE 26** day night



Sc. **27** Pnl. **A** Bg. day night



Dialog: RJ: HERE'S THE PLAN.

Action: -RJ PULLS UP A POTION -RJ TOSSES POTION IN FRONT OF HIM

Timing:

FEB 27 2014

AI

1025-174

EPISODE #

1025/174

Production :

1025/174

1025/174

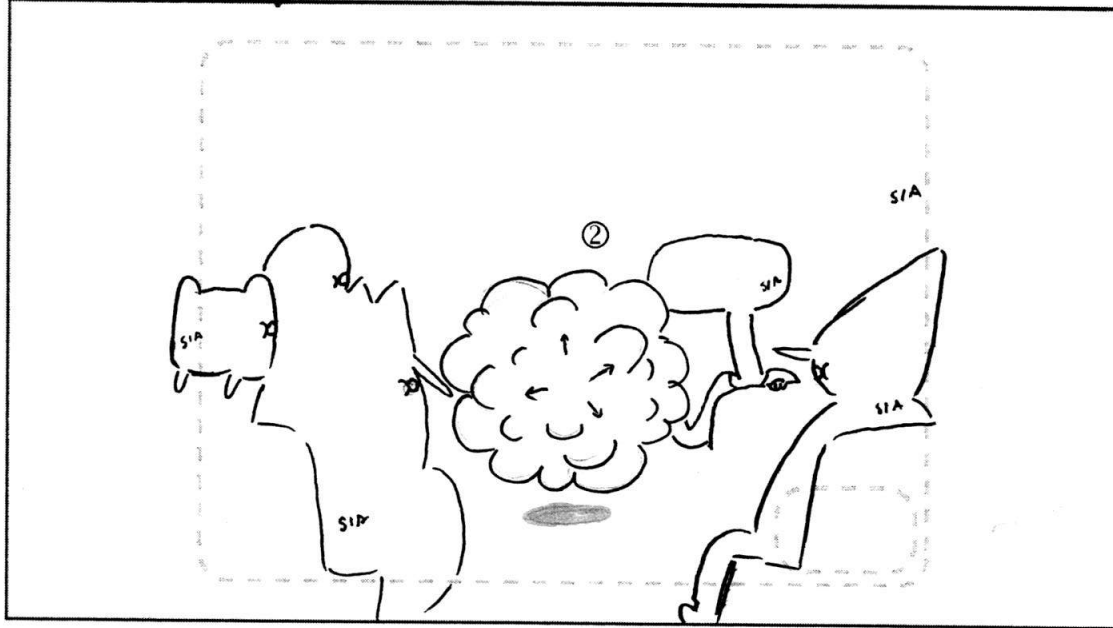
ADVENTURE TIME



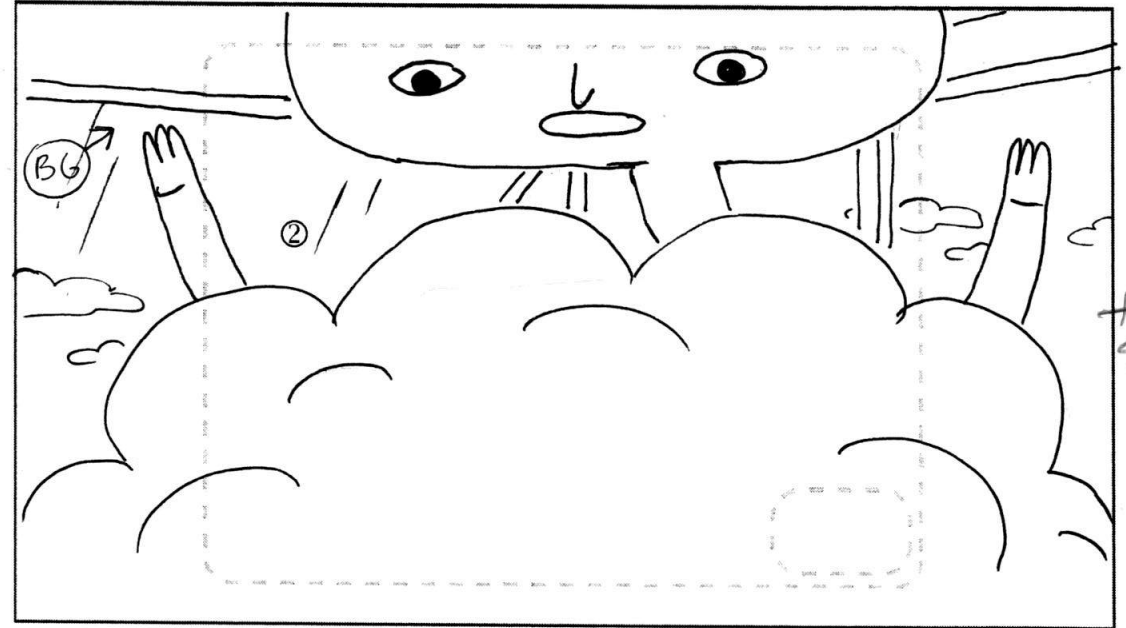
Ho
Cut

Page 25

Sc. 27 *CONT* Pnl. B Bg. day night



Sc. 28 Pnl. A Bg. day night



EPISODE # 1025-174

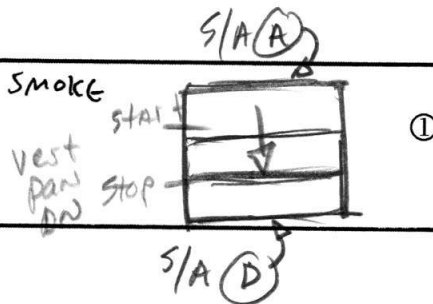
1025/174

Dialog: SFX: POOF
AUL: 0000000

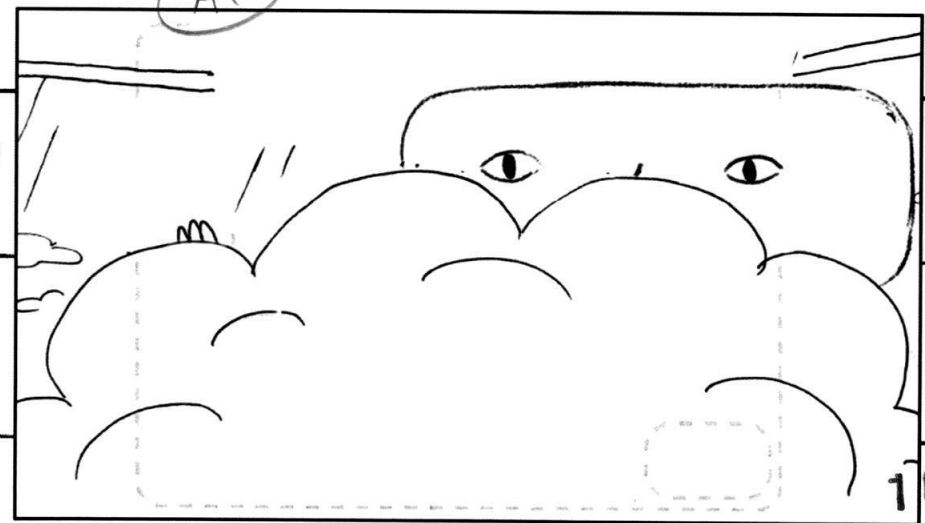
RJ: WE'RE HEADING FOR 816 BUTT-ROCK

FEB 27 2014

Action: - POTION EXPLODES INTO A CLOUD OF SMOKE



Timing: (B) ①



Production :

1025/174

ADVENTURE TIME



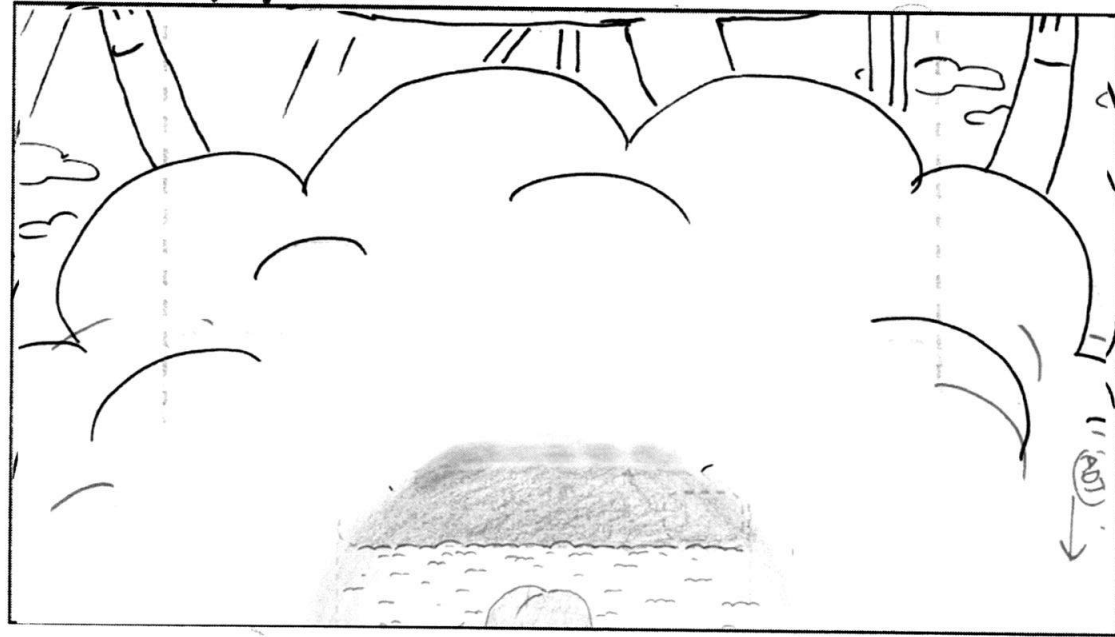
Page 26

Sc. 28 *CONT*

Pnl. B

Bg.

day night

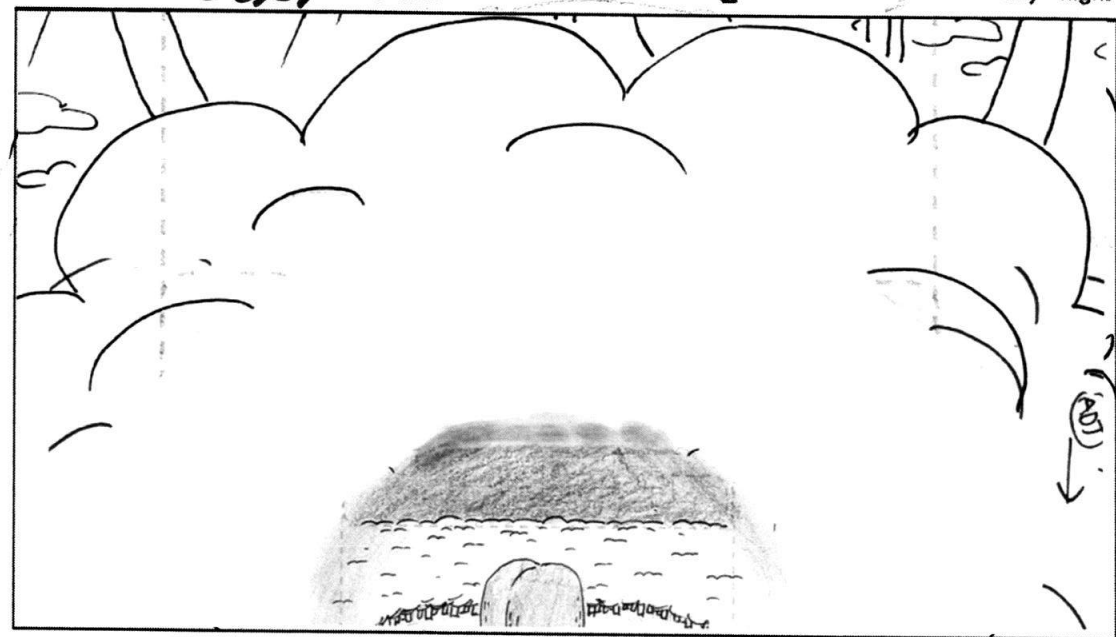


Sc. 28 *CONT*

Pnl. C

Bg.

26A NEXT
day night



Dialog:

Cont vert pan DOWN

Action:

- IMAGE APPEARS IN CLOUD

- LEE LINES APPEAR

FEB 27 2014

Timing:

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

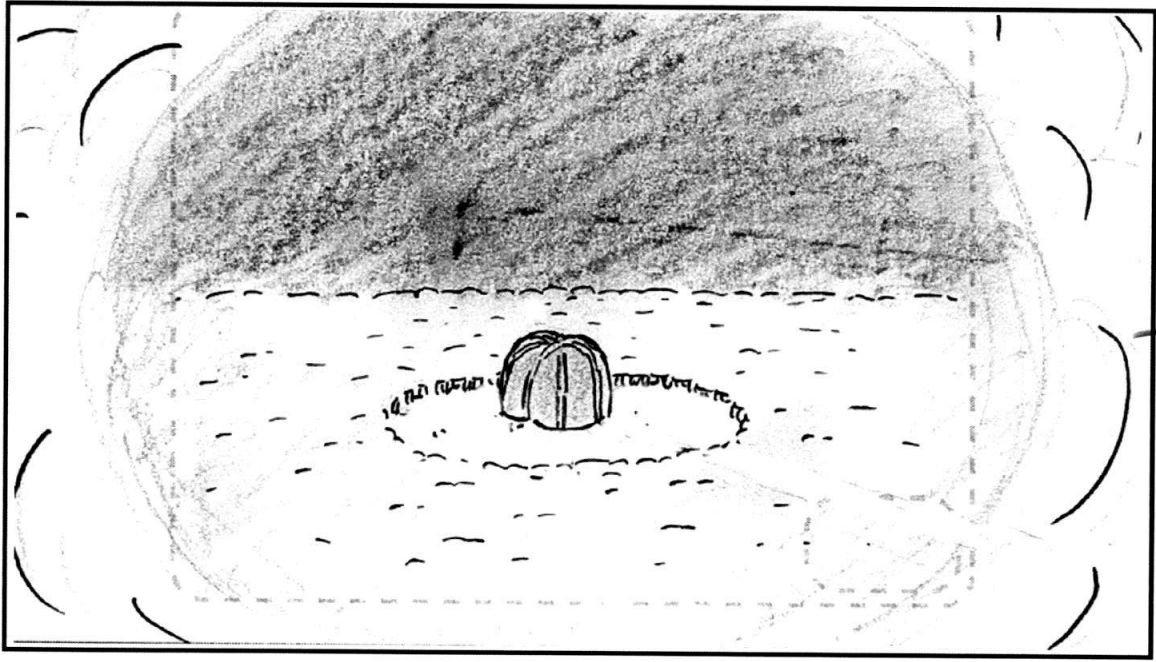
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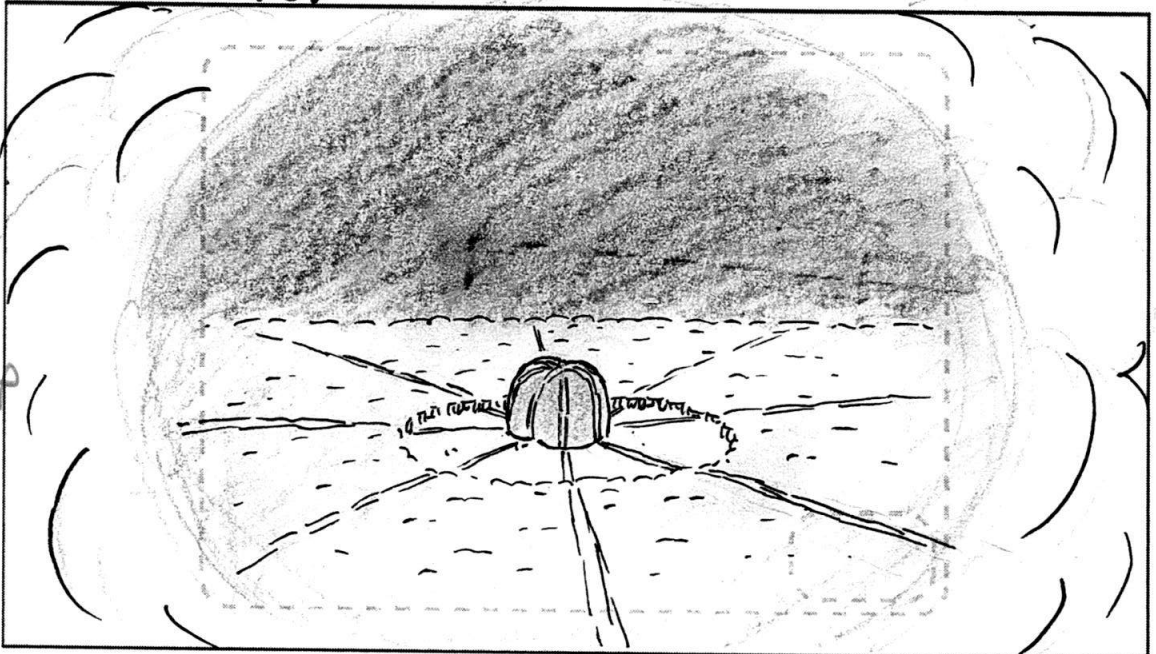
ADVENTURE TIME



Sc. 28 *CONT* Pnl. D Bg. day night



Sc. 28 *CONT* Pnl. E Bg. day night



Page 26A
27 MEN
day night

Cut w/ X7155 @ post

Dialog:	<p><i>LINES ANCHOR TWO BUTT ROCK</i> <i>w/ FADE ON</i></p> <p><i>X7155</i></p>
Action:	
Timing:	

FEB 27 2014

EPISODE # 1025-174
1025/174

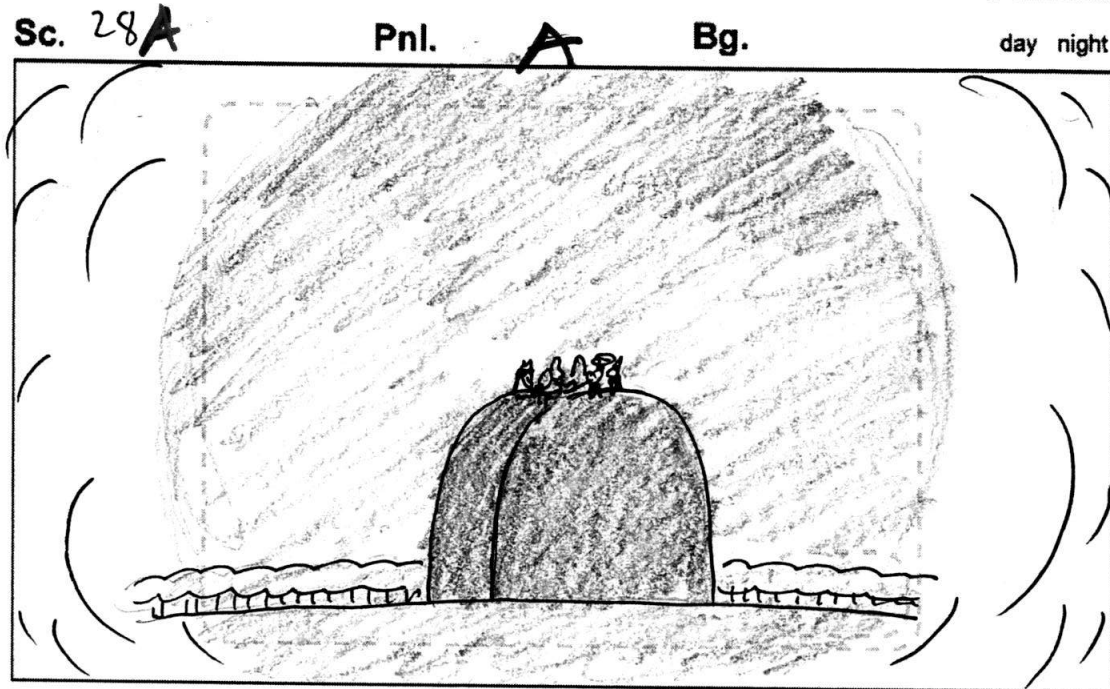
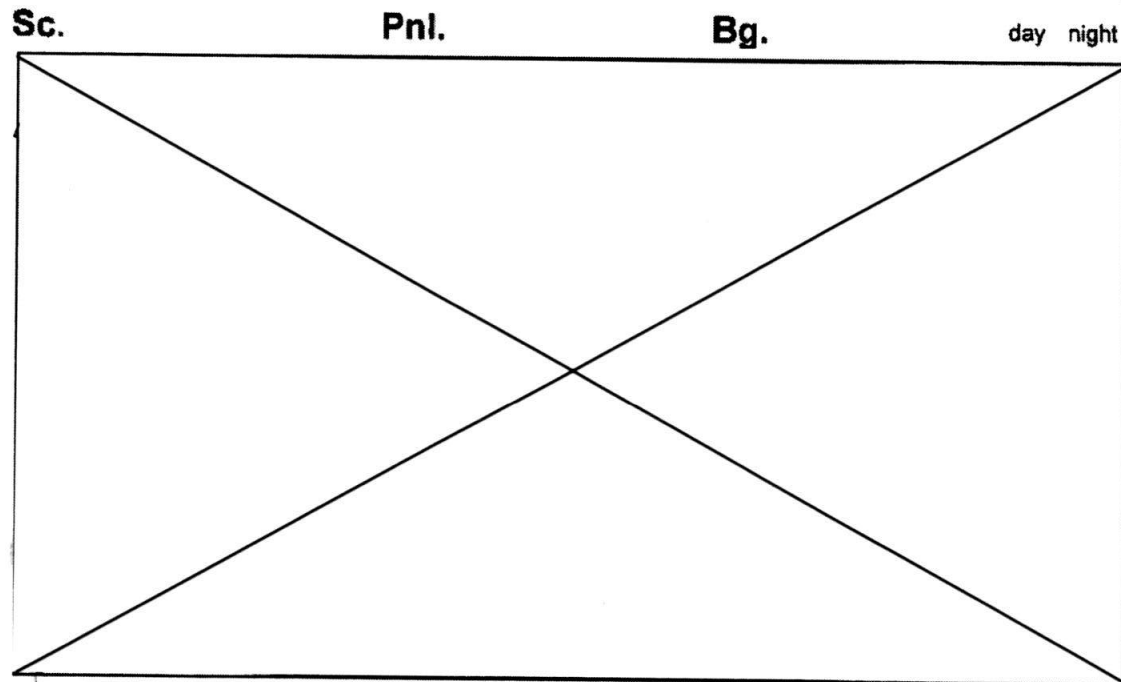
Production:

1025/174

ADVENTURE TIME



Cut w/ X-DISS
to post



Dialog:	<p>XX</p> <p>RJ: AT SUNDOWN WE'LL GATHER ON THE CHECKS' PEAK</p> <p>X-DISSOLVE</p> <p>clouds Fx FEB 27 2014</p> <p>w/ Sc 28 cloud cycle</p>
Action:	
Timing:	

Cut

1025-174

EPISODE #

1025/174

Production :

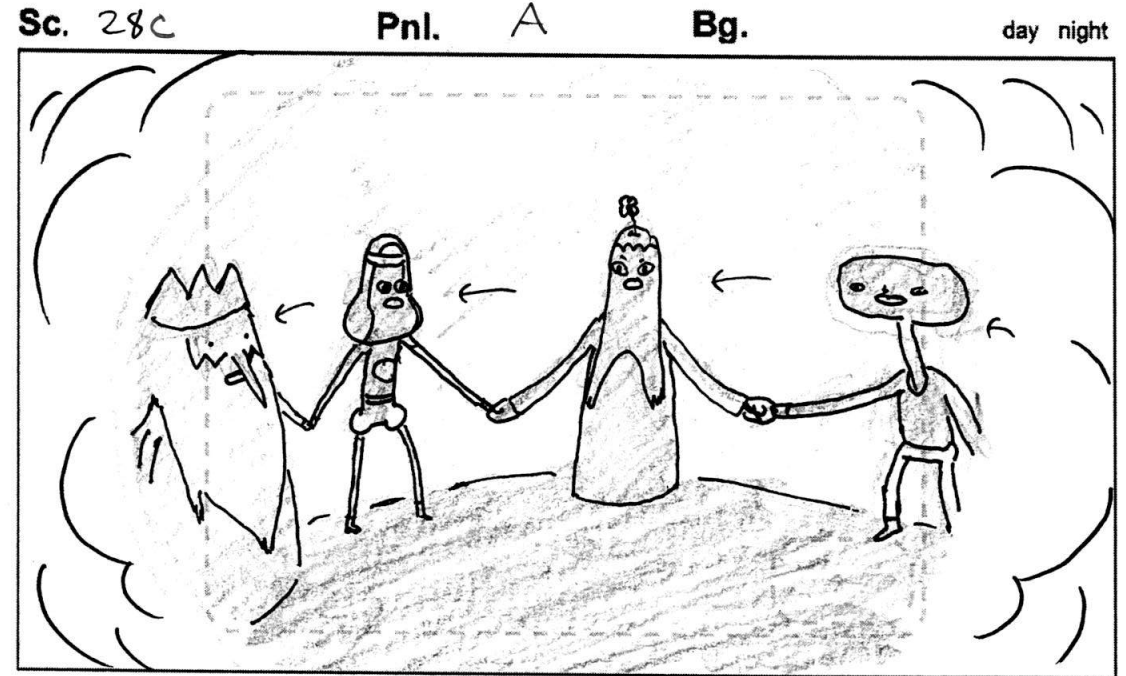
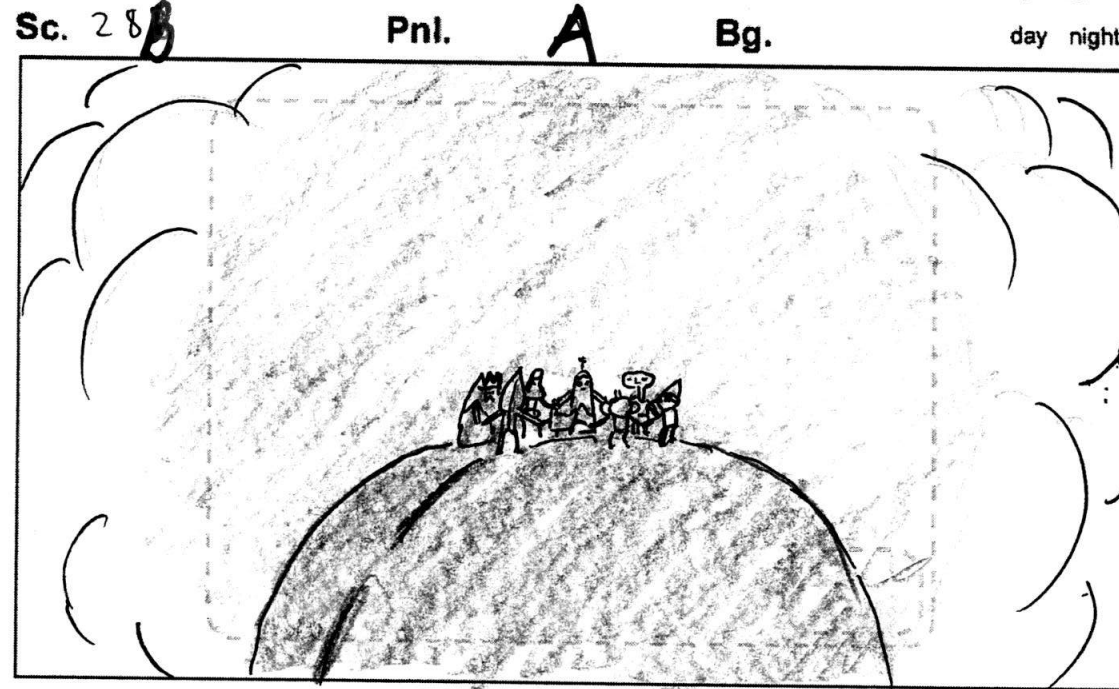
1025/174

1025/174

ADVENTURE TIME



Page 28



Dialog:

RJ: AND USING THE AH-HAS, DEEP FEELS
AND WOO-WOOS WE SCORE FROM THE
JOURNEY --

RJ: WE WILL CHANT A TOTALLY ORIGINAL
SPELL

WIZARDS: (MUMBLE)

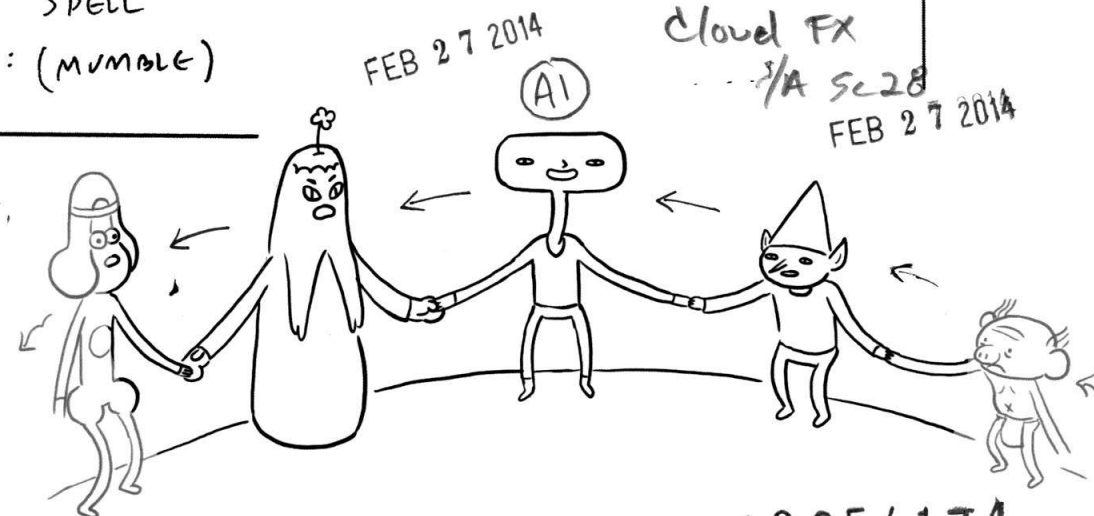
Action:

Cloud FX 7/A Sc 28

- MOUTHS MOVING
- WIZARDS w/ Anim pan thru Sc

Timing:

Screen
R to L



EPISODE # 1025-174
1025/174

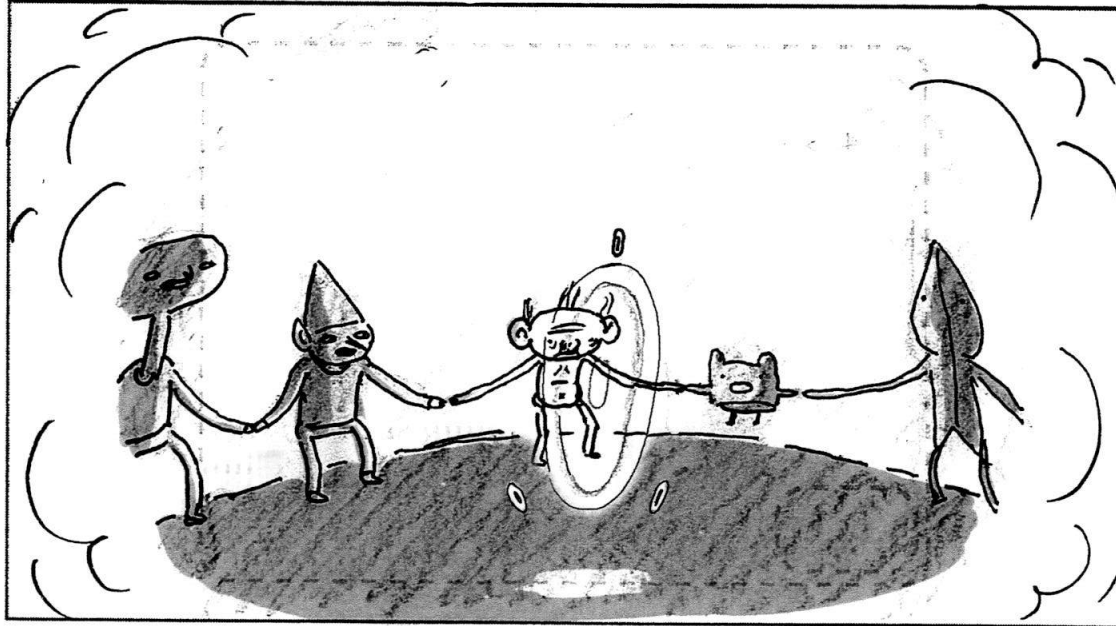
1025/174

ADVENTURE TIME

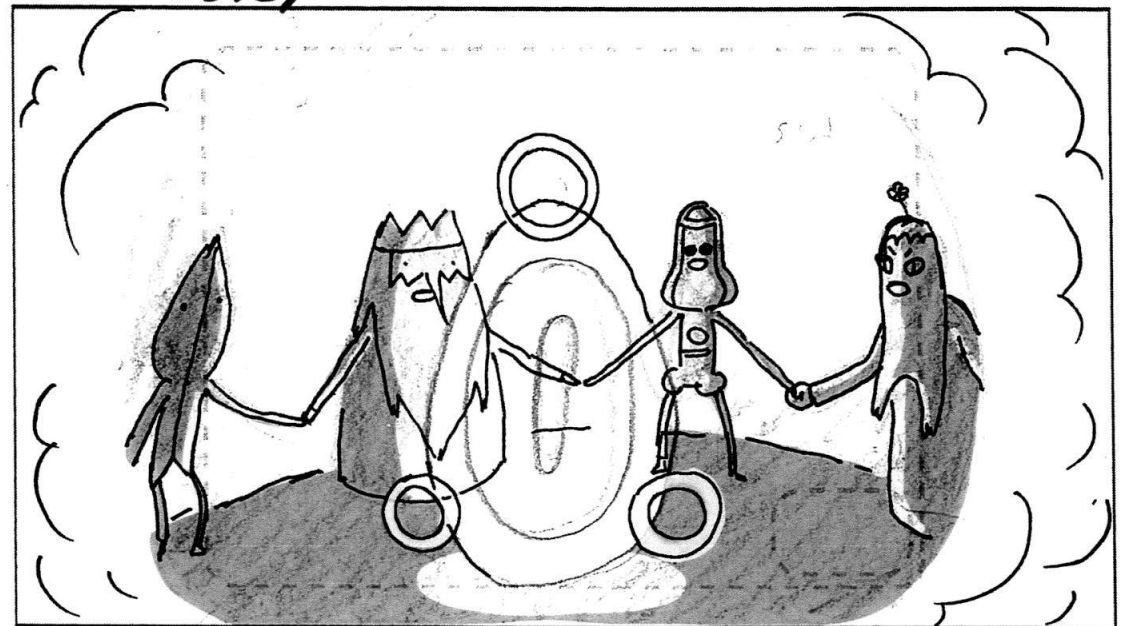


Page 29

Sc. 28C CONT Pnl. B Bg. day night



Sc. 28C CONT Pnl. C Bg. day night

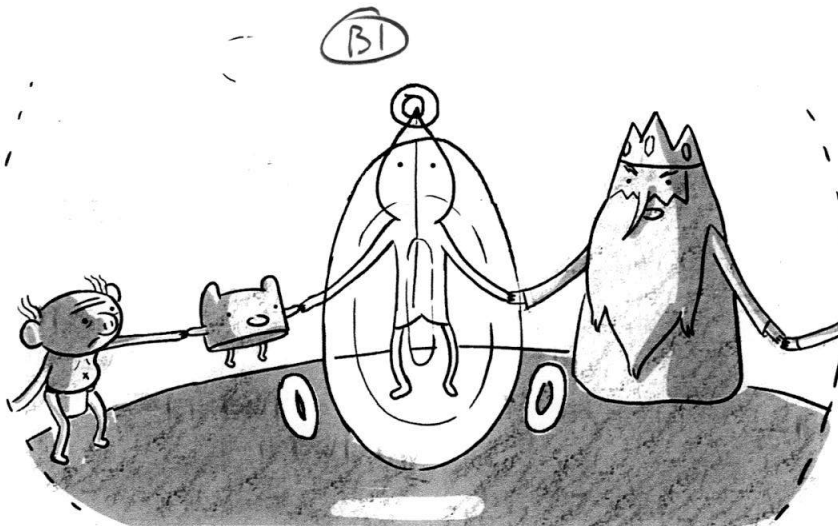


Dialog:

Action:

- EFX APPEARS IN CENTER

Timing:



RJ THUS FORMING -

- EFX GROWS BIGGER

FEB 27 2014

Production :

1025/174

1025/174

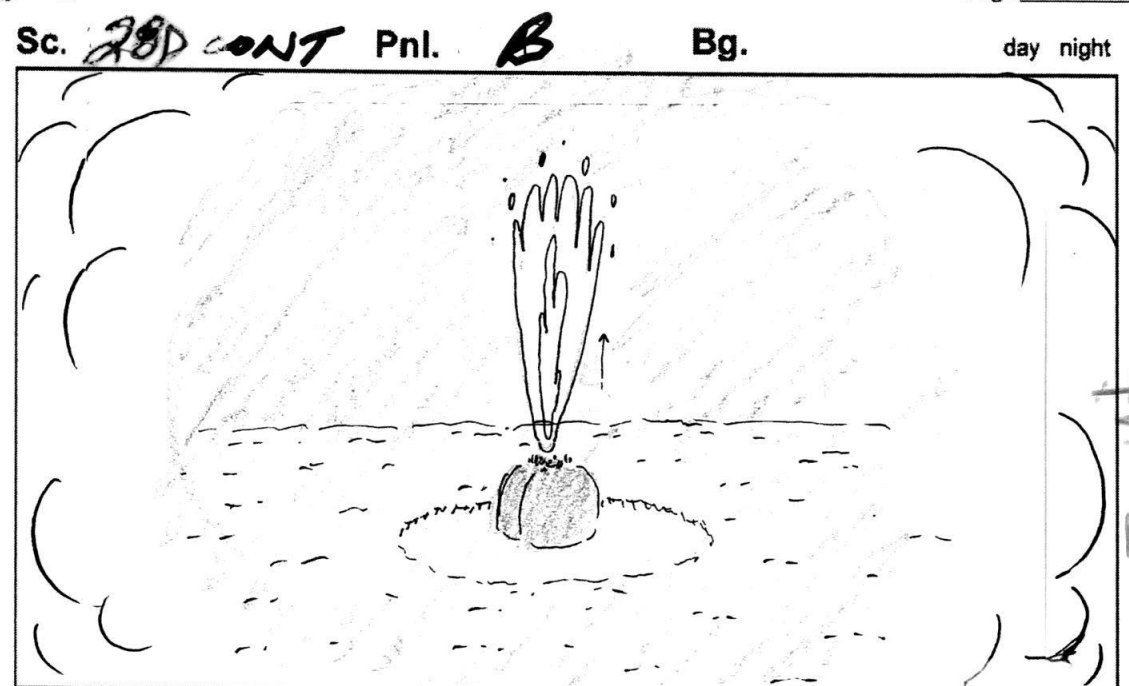
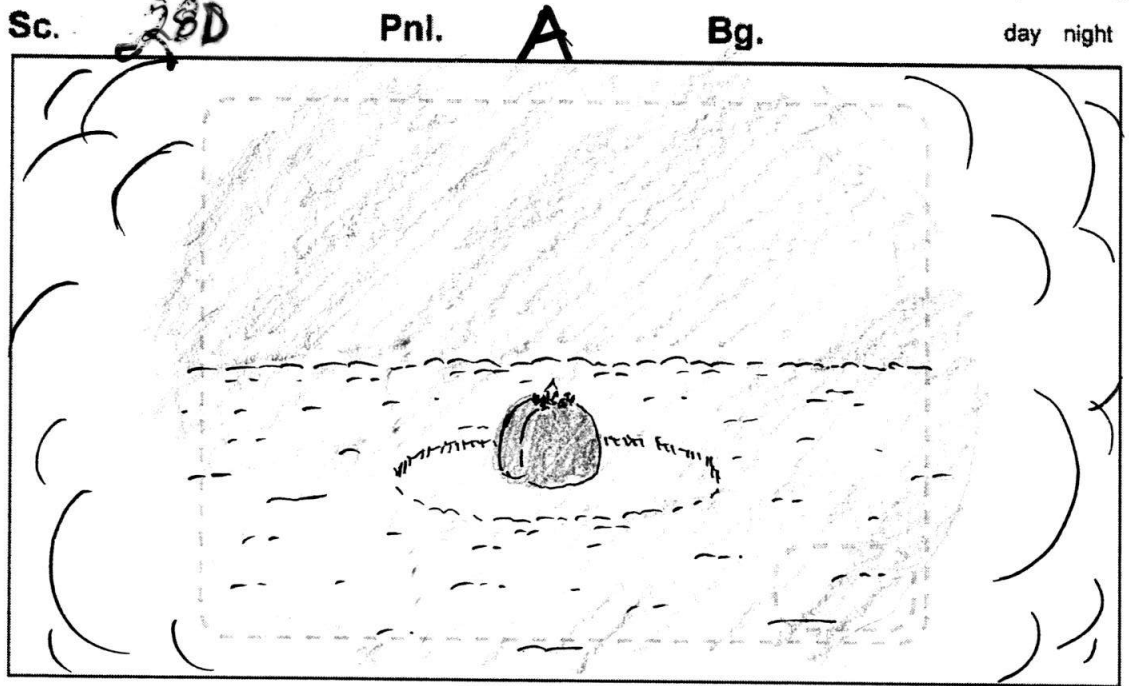
1025/174
EPISODE # 1025-174
Hu
Cut

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1025/174

HO
CUT

ADVENTURE TIME



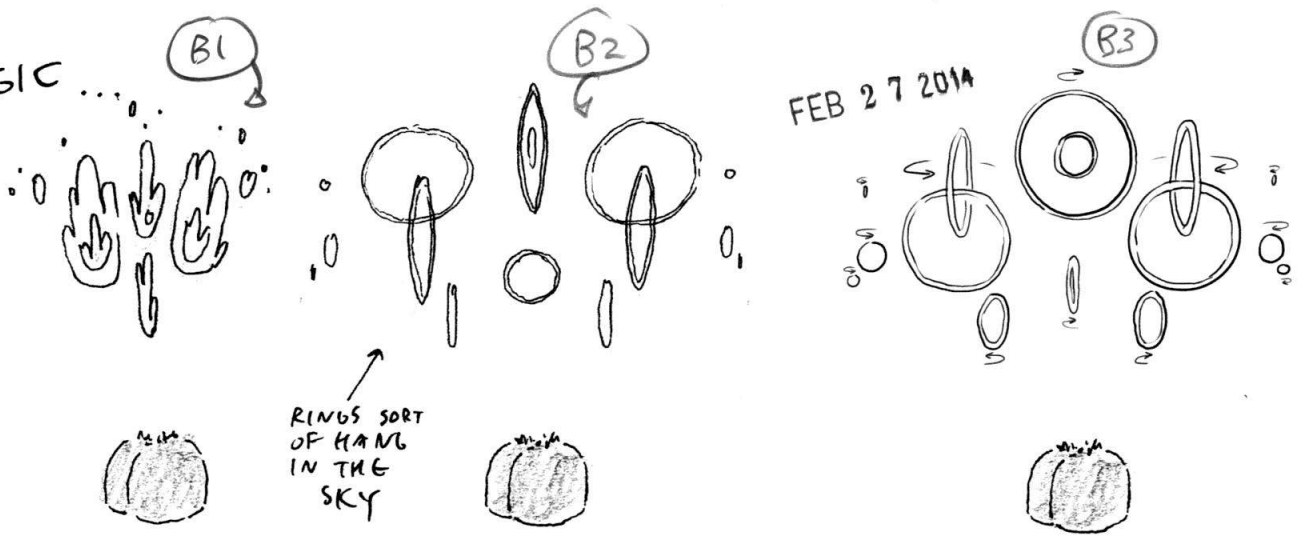
Dialog:
RJ: (O/S) AN ENTIRELY
NEW SCHOOL OF MAGIC ...
SFX: * BOOM! *

Action: Cloud Fx
S/A SC 28

- FLAME SHOOTS UPWARD / EXPLODES
- TURNS INTO WEIRD FIRE WORKS

Timing:
STOP
vert pan up
START

S/A (A)
S/A (B)



FEB 27 2014

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1025/174

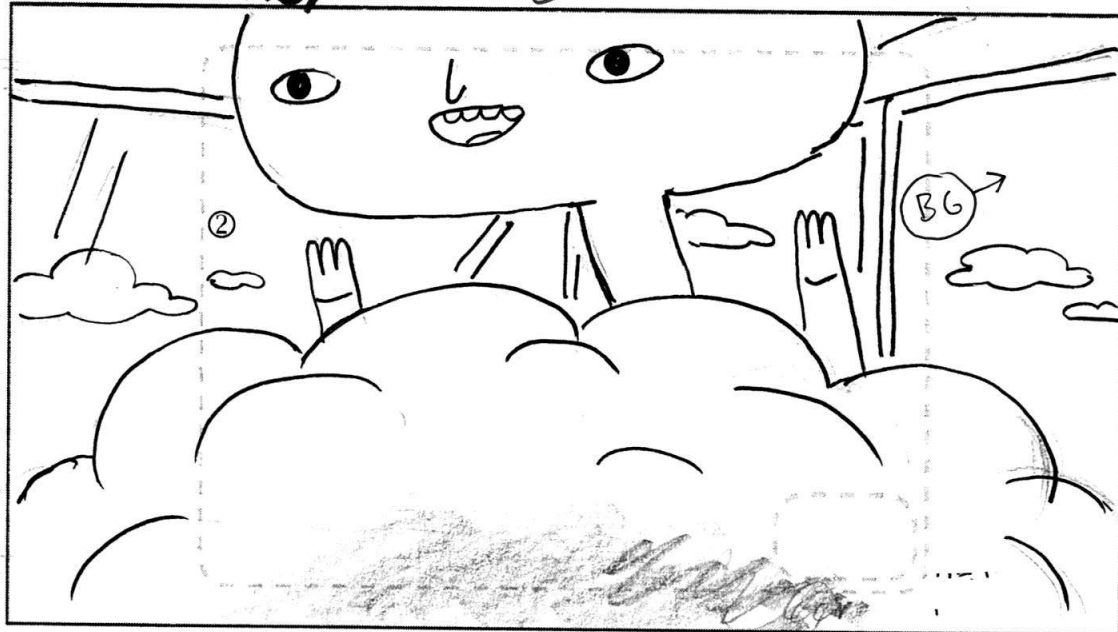
1025/174

ADVENTURE TIME

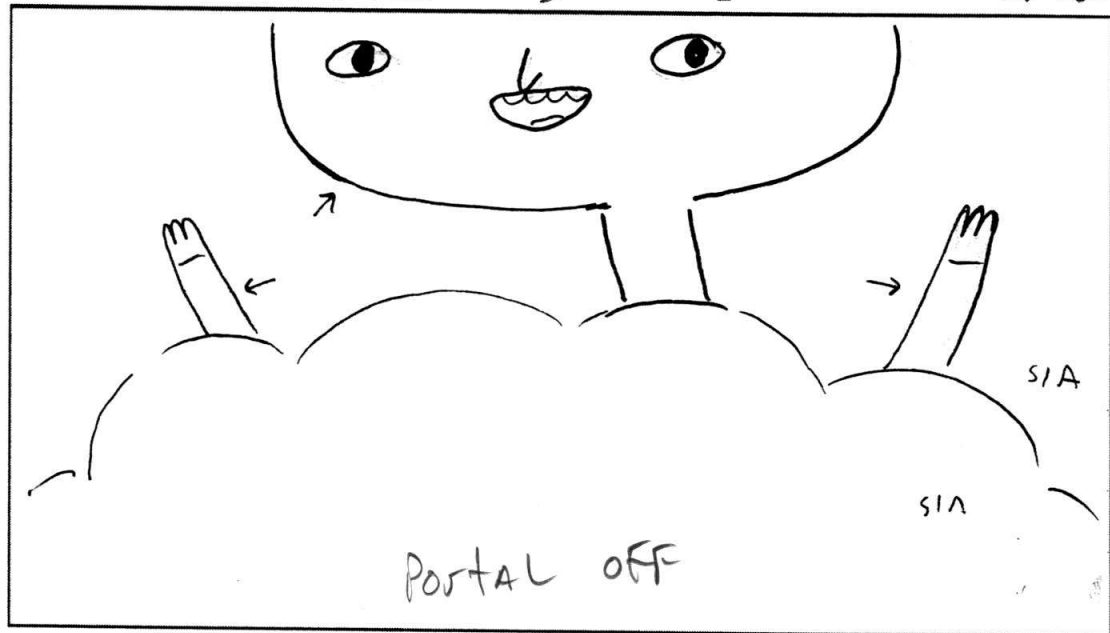


Page 31

Sc. 28 D *CONT* Pnl. C Bg. day night



Sc. 28 D *CONT* Pnl. D Bg. day night



Dialog:

RJ: KINDA LIKE THOSE JERKY SECRET SOCIETIES --

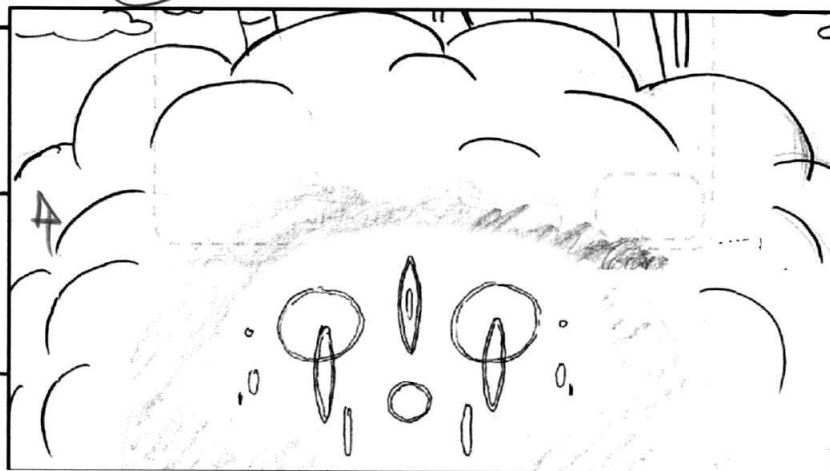
RJ: BUT LESS JERKY

Action:

W/ FINE
OFF

Timing:

Portal &
Image



FEB 27 2014

Production :

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1025-174

1025/174

1025/174

Ho Cut

ADVENTURE TIME



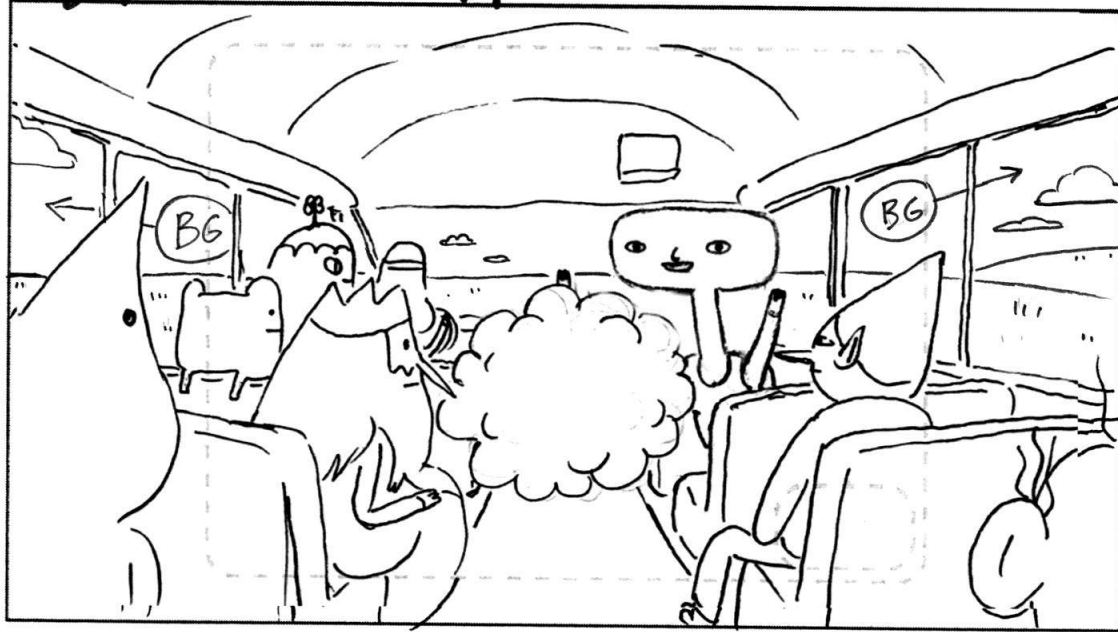
Page 32

Sc. 29

Pnl. A

Bg.

day night

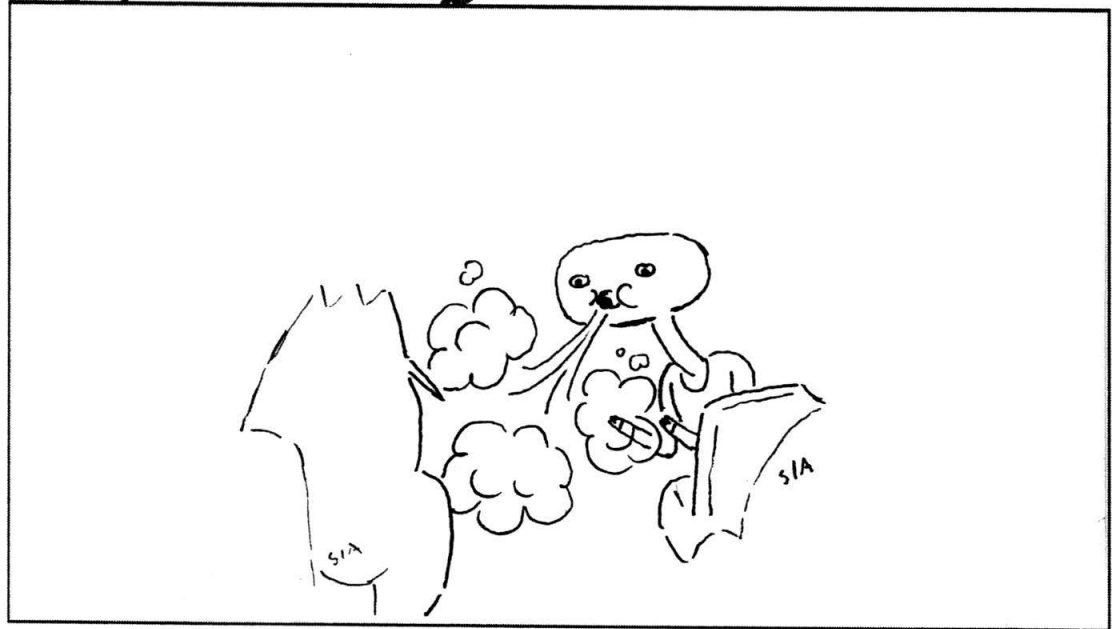


Sc. 29 CONT

Pnl. B

Bg.

day night



Dialog:

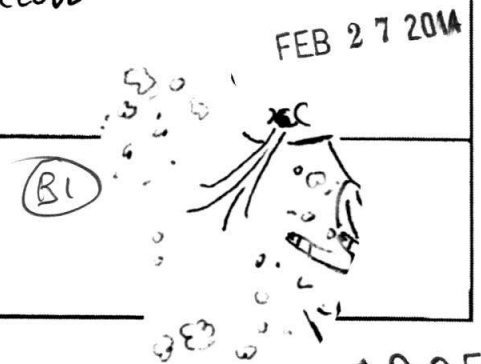


RJ: (WHOOH)

Action:

- RJ BLOWS AWAY SMOKE CLOUD

Timing:



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1025/174

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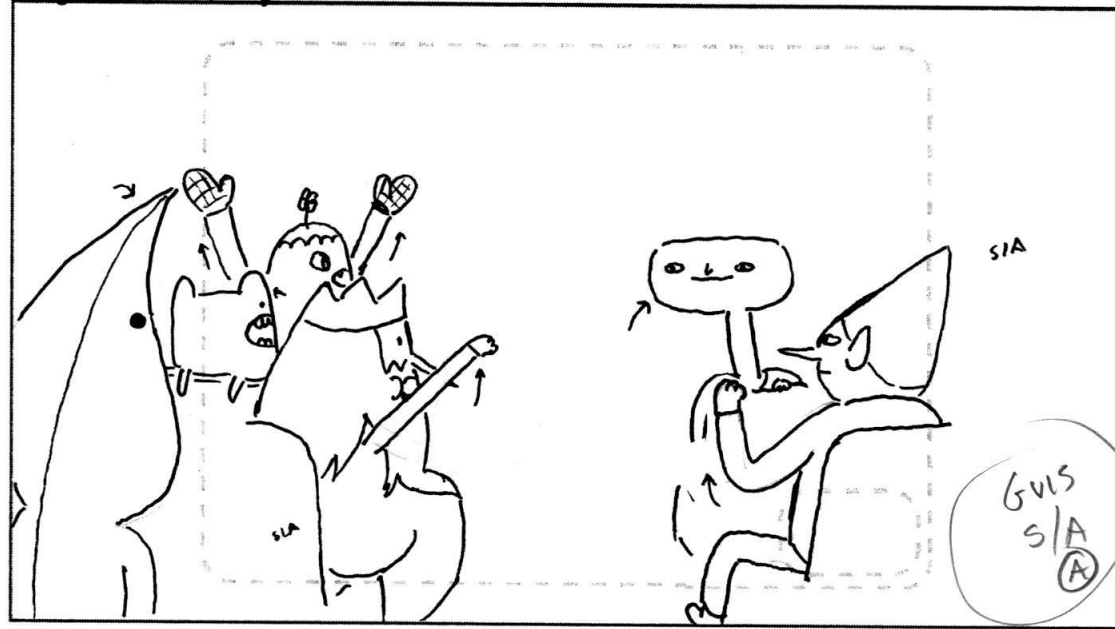


Handwritten: Hw Cut

Sc. **29 CONT** Pnl. **C**

Bg.

day night

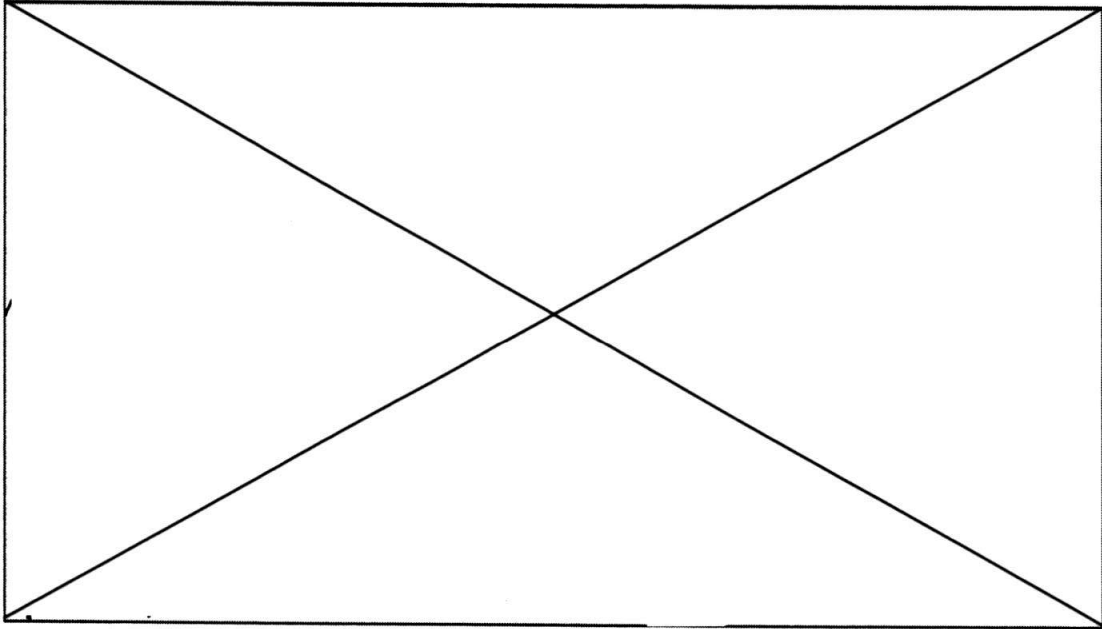


Sc.

Pnl.

Bg.

day night



Dialog: ALL : (CHEER)

Action: - LGM WIGGLES HIS MITTS
 cycle 1 ↔ 2 - BEAU PUMPS FIST

Timing:



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Ho
Cut

ADVENTURE TIME



Page 34

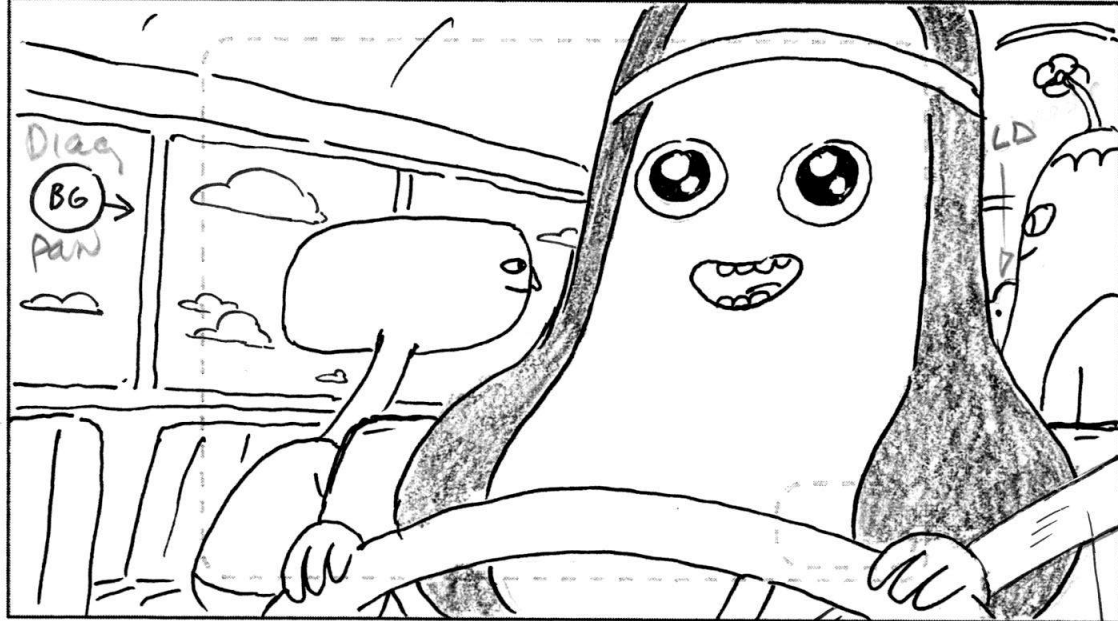
Cut

Sc. 30

Pnl. A

Bg.

day night



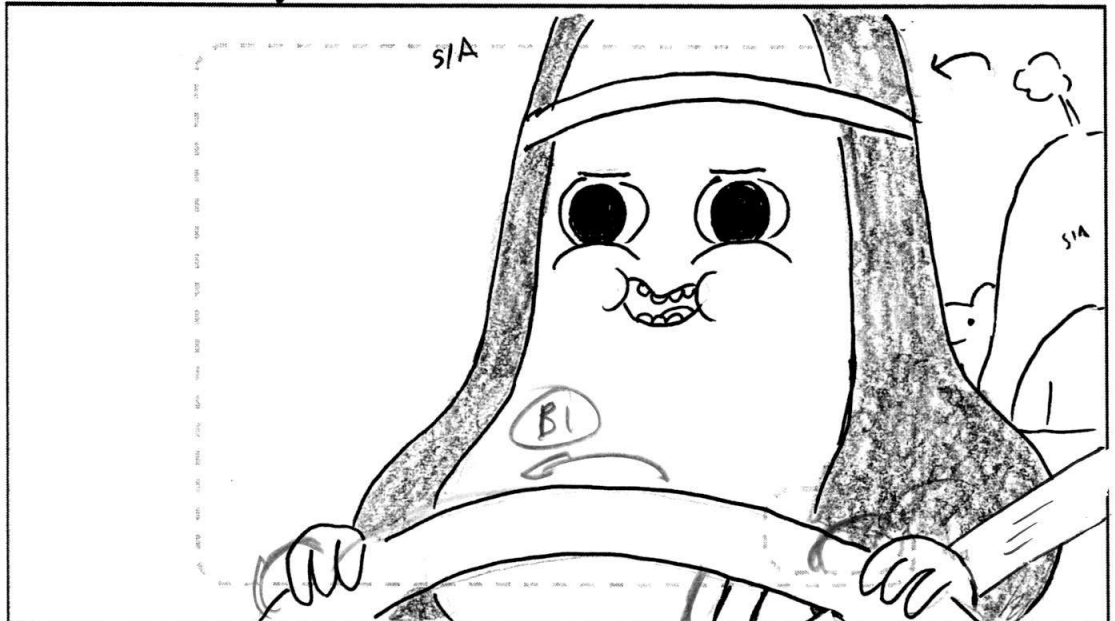
Sc. 30

CONT

Pnl. B

Bg.

day night



Dialog:

SEAT
BELT

ADD: JUST GOT ONE MORE STOP.

Slight turn
wheel

Action:

ABD'S EYES GUSTEN

Timing:

FEB 27 2014

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1025/174

Production :

1025/174

ADVENTURE TIME



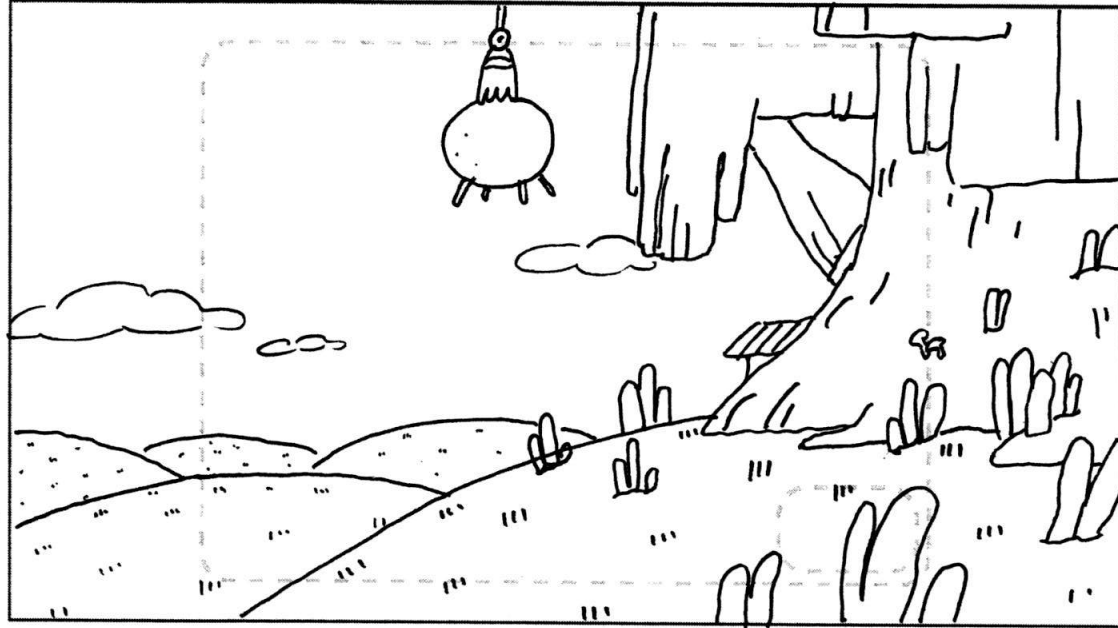
Page 35

Sc. 31

Pnl. A

Bg.

day night



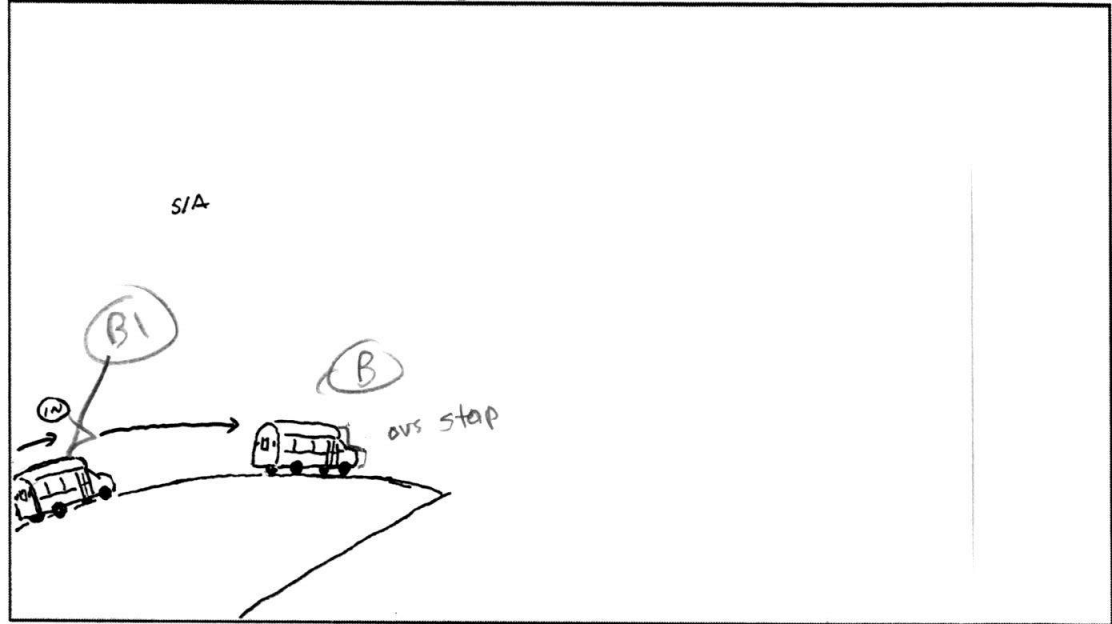
Sc. 31

CONT

Pnl. B

Bg.

day night



Dialog:

Sfx: * ENGINE *

Action:

- BUS PULLS ON/S IN FRONT OF TREE HOUSE.

FEB 27 2014

Timing:

EPISODE # 1025-174

1025/174

Production :

1025/174

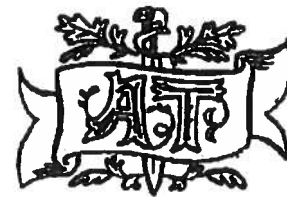
1025/174

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1025/174

HW
Cut

ADVENTURE TIME



REVISIT
04/07/14

REVISIT
3/18/14

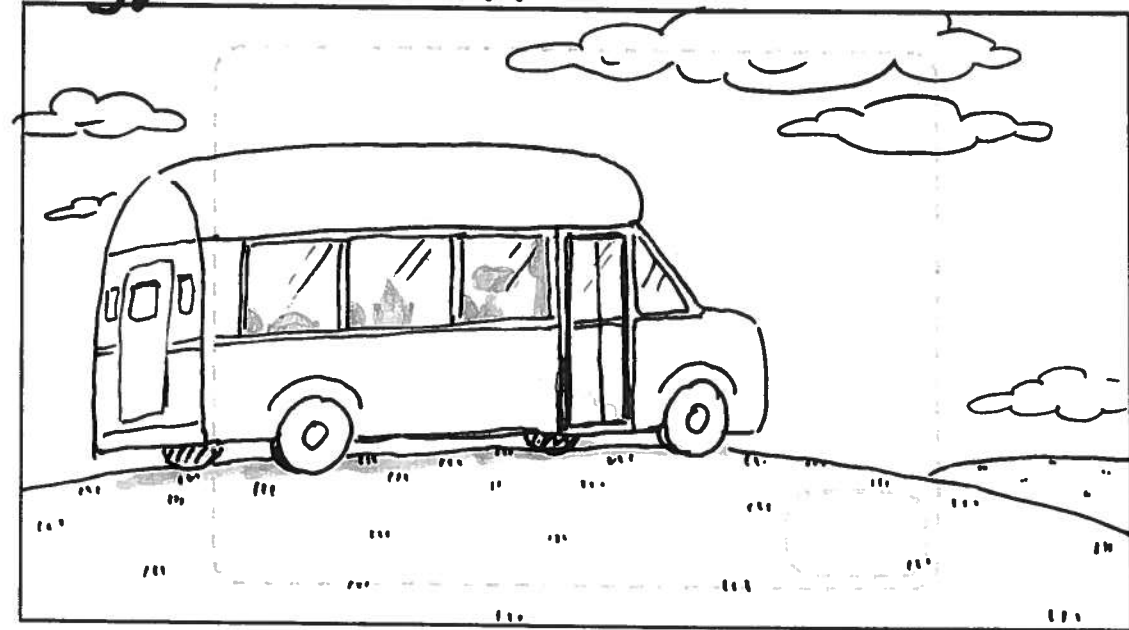
Page 36

Sc. 32

Pnl. A

Bg.

day night

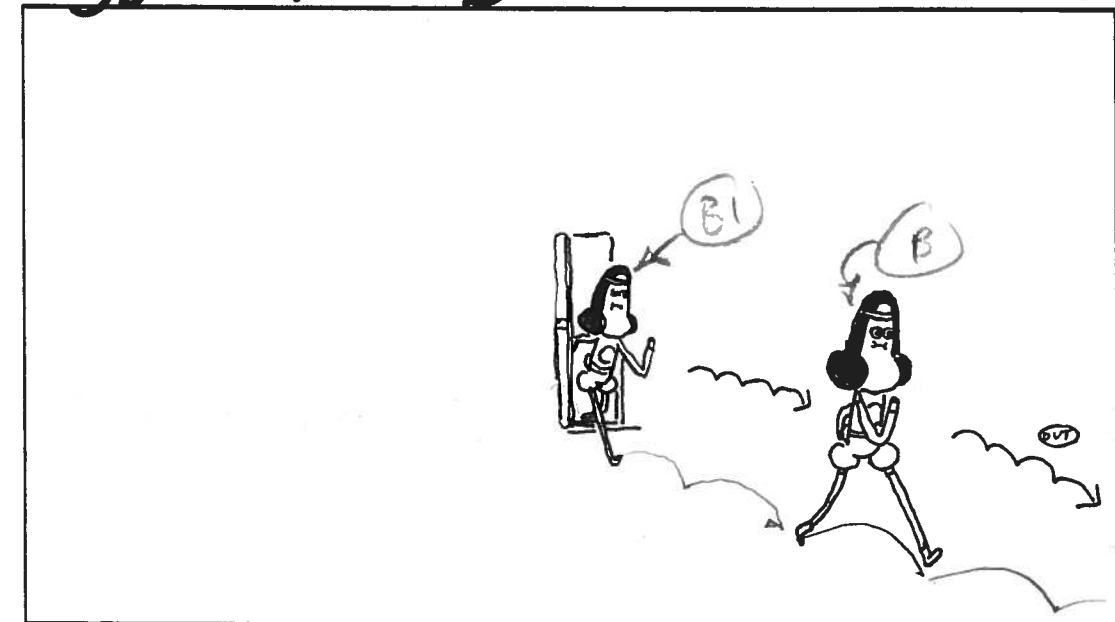


Sc. 32 CONT

Pnl. B

Bg.

day night



Cut

1025-171

EPISODE #

1025/174

Dialog:	
Action:	- BUS DOOR OPENS
Timing:	- ABD MARCHES OUT OF BUS AND OFF/S, CONFIDENTLY

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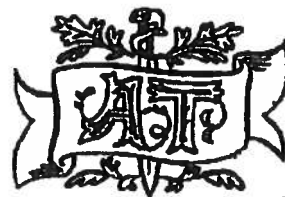
Production :

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1025-171

to cut

ADVENTURE TIME



REVISED
04/67/74

REVISED
3/18/14

Page 37

Sc. 33

Pnl. A

Bg.

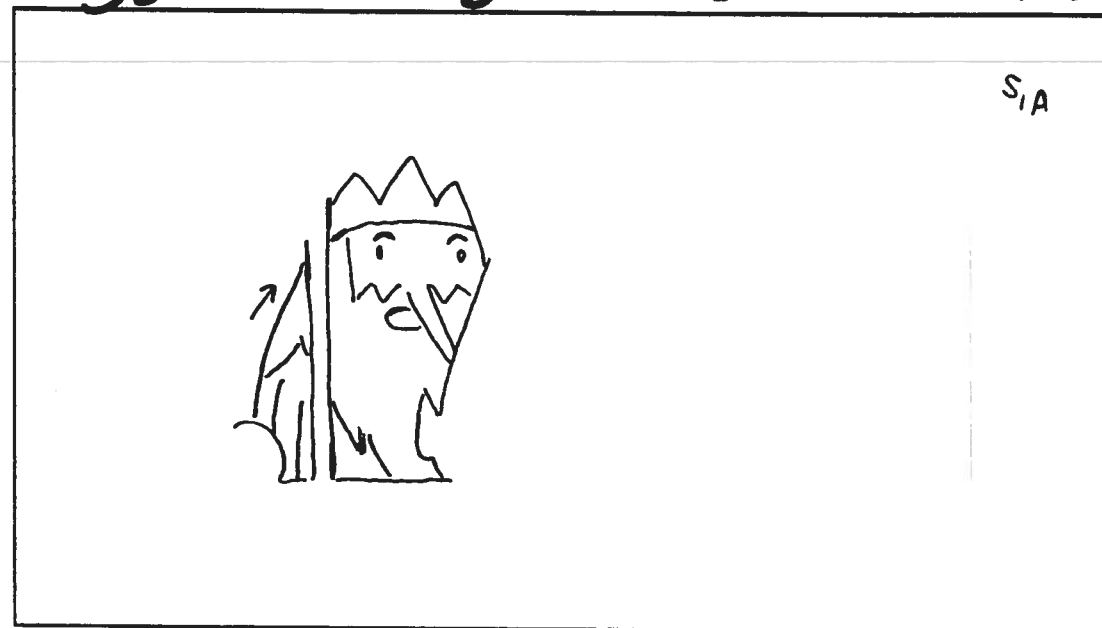
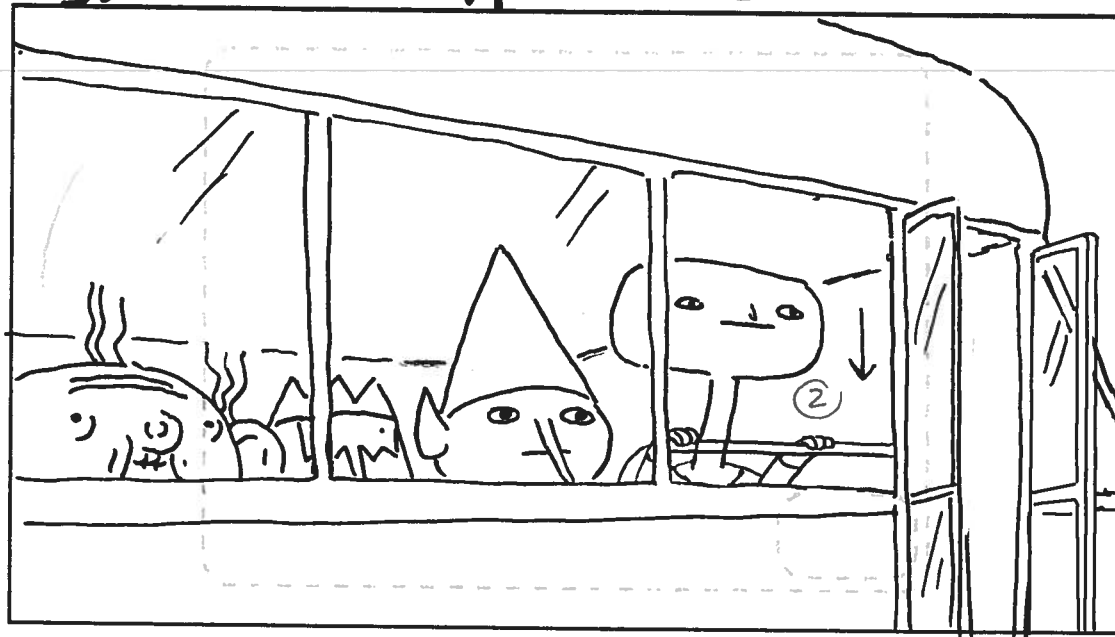
day night

Sc. 33 cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



IK: FINN AND JAKE'S CRIB?...

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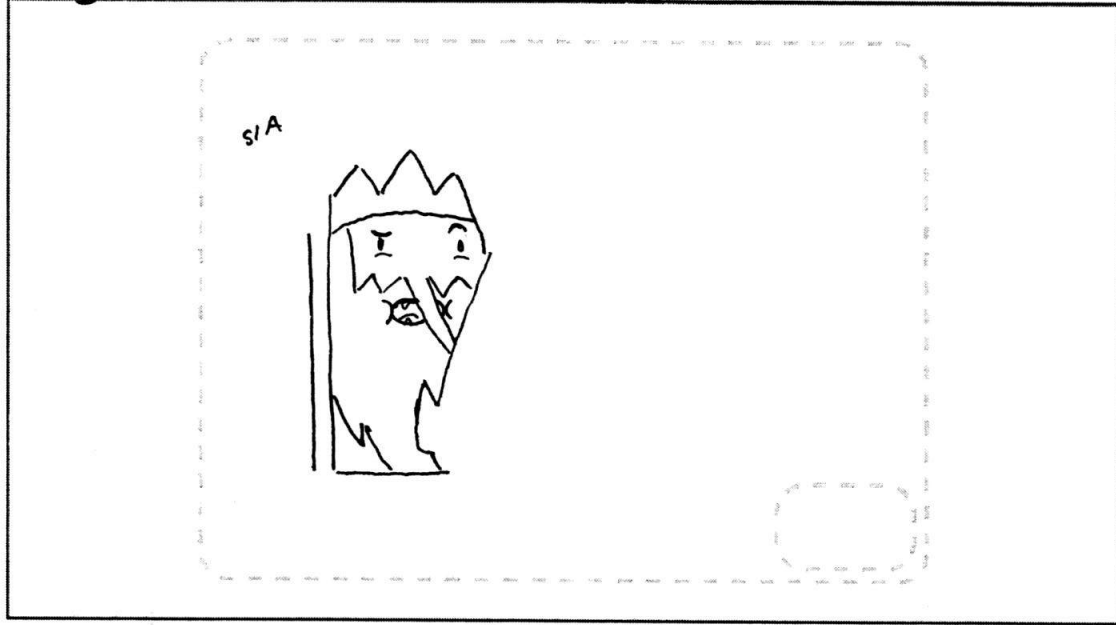


Page 38

Sc. 33 CONT Pnl. C

Bg.

day night

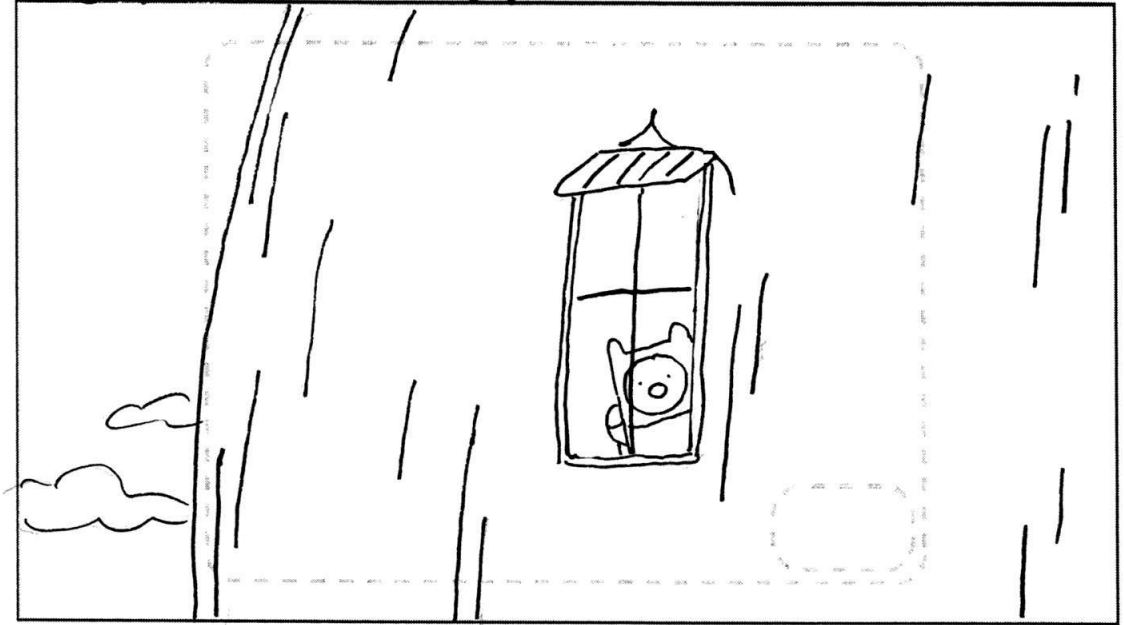


Sc. 34

Pnl. A

Bg.

day night



Dialog:

LK: THEY WON'T COME, THEY'RE OUT OF OUR LEAGUE!

F: HEY ABRAKADANIEL'S HERE...

Action:

- F. APPEARS IN WINDOW

Timing:

FEB 27 2014

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1025/174

Production :

Hu
Cut

ADVENTURE TIME



Hu
Cut

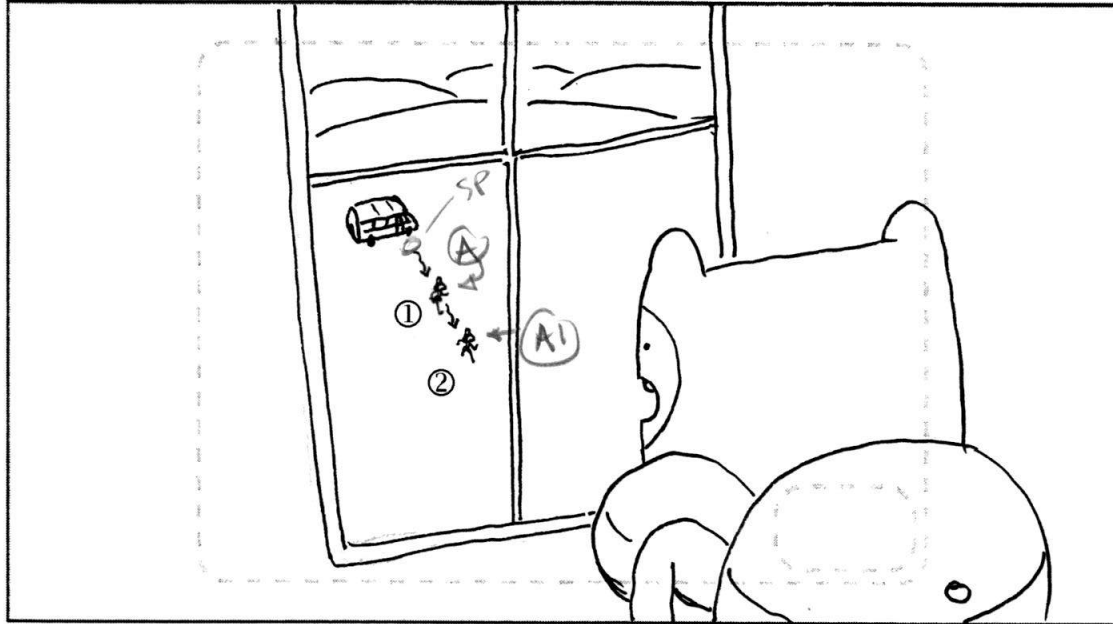
Page 39

Sc. 35

Pnl. A

Bg.

day night

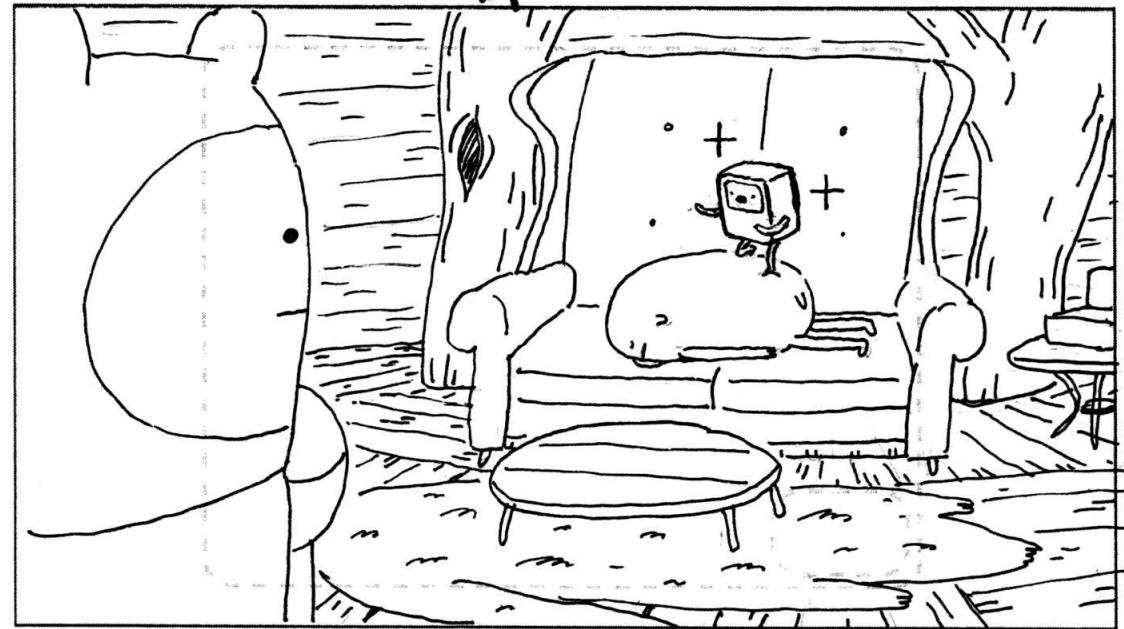


Sc. 36

Pnl. 4

Bg.

day night



Dialog:

F: WITH A BUS FULL OF LAME WIZARDS.

J: (MUFFLED)
UGH, HERE WE GO...

Action:

-F. LOOKS OVER SHOULDER

Timing:

DETAIL: Pos A



-BMO STEPPING ON JAKE'S BACK

SP
A1



FEB 27 2014



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1025/174

1025/174

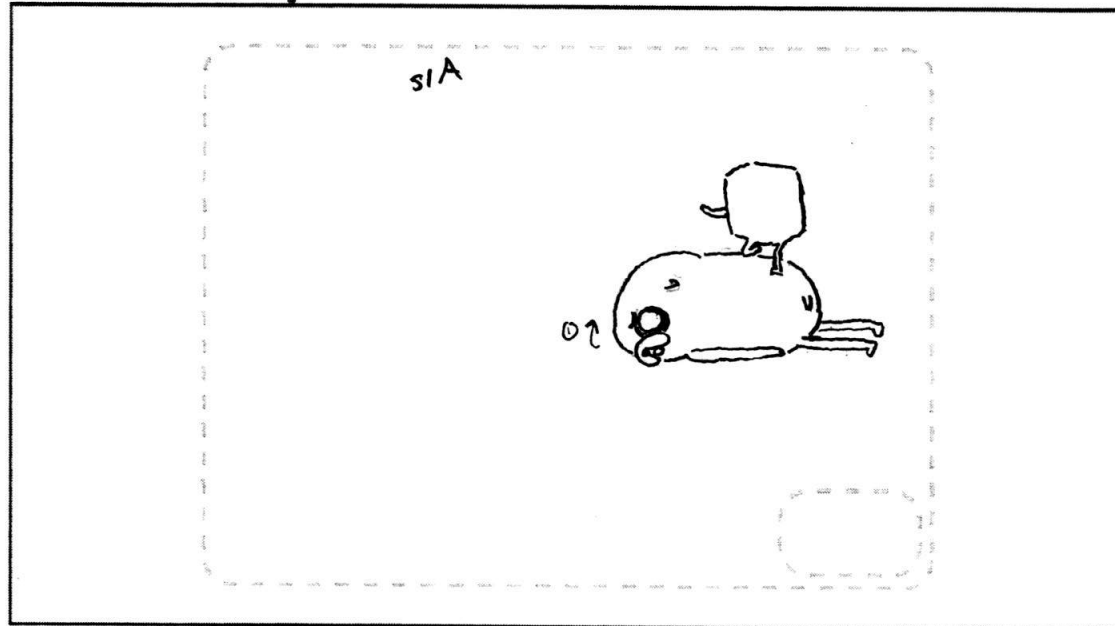
ADVENTURE TIME



Page 40

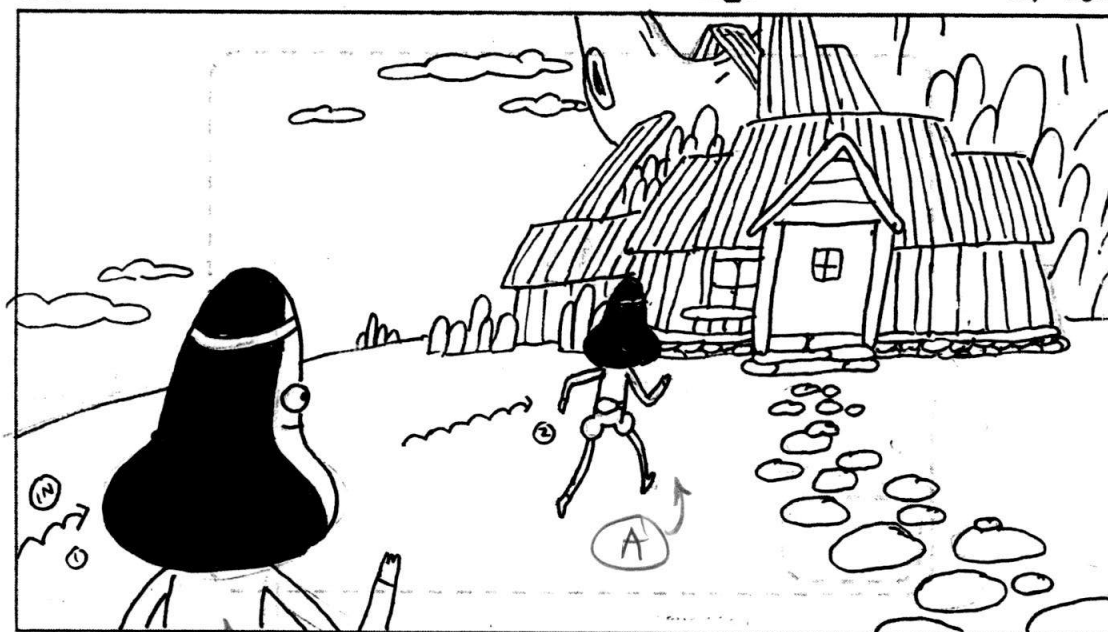
Sc. 36 *CONT* Pnl. B Bg.

day night



Sc. 37 Pnl. A Bg.

day night



Dialc...
J: THEY'RE PROBABLY GONNA TRY TO LURE US ON SOME DUMB TRIP...

Action: -BMO CONTINUES STEPPING
-JAKE TURNS HIS HEAD, TURNS IT BACK



-ABO MARCHES TOWARD THE TREEHOUSE ENTRANCE

Timing:

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Production :

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ADVENTURE TIME



Page 41

Sc. 37 *CONT*

B Bg.

day night

Sc.

Pnl.

C Bg.

day night



Dialog:

pan →

Action:

- ABD TURNS SHARPLY TO THE RIGHT BEFORE GETTING TO THE DOOR
HEADS TOWARD POND
- PAN PAST ABD TO REVEAL WATER NYMPHS

Timing:

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He cut

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1025/174

He
Cut

ADVENTURE TIME

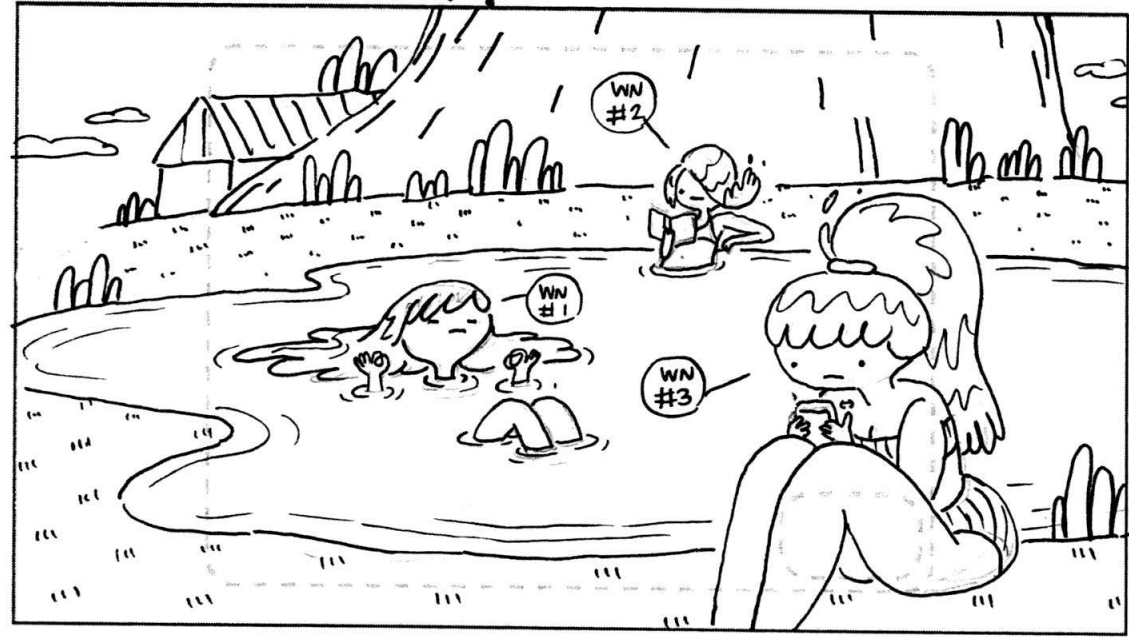


Sc. 38

Pnl. A

Bg.

day night

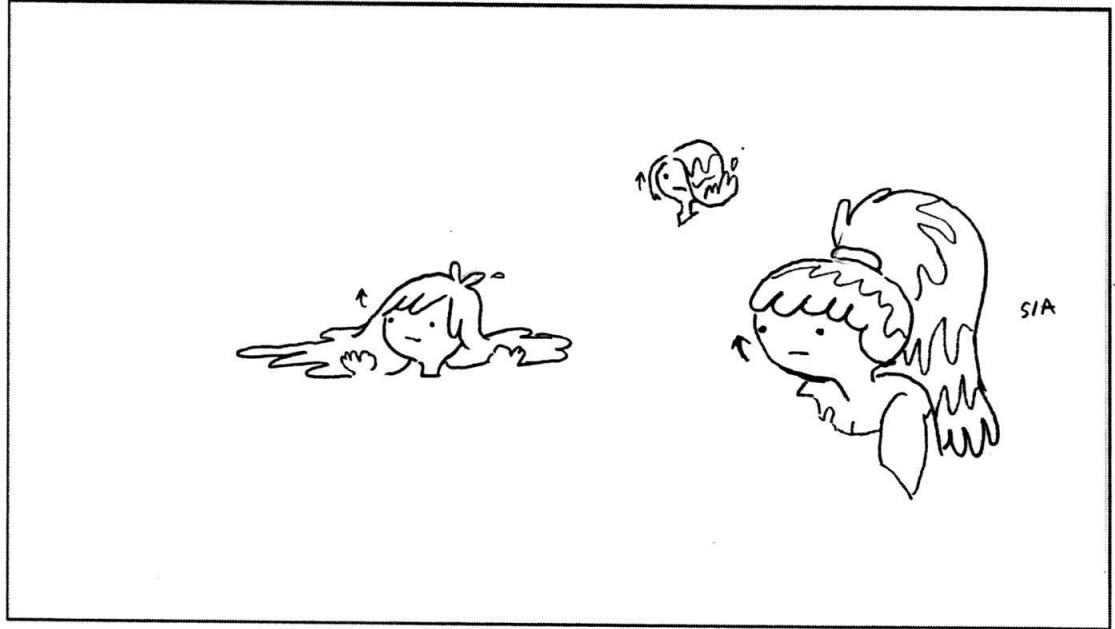


Sc. 38 CONT

Pnl. B

Bg.

day night

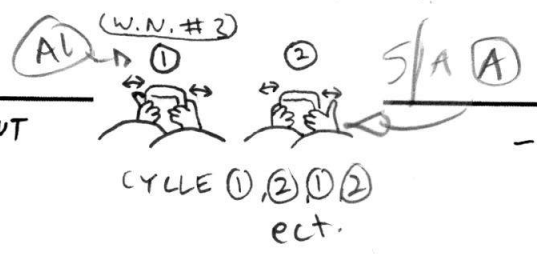


Dialog:

ABD: (OFF/S) HEY WATER NYMPHS!

Action:

- WATER NYMPHS CHILLING OUT
- WN #1 MEDITATES
- WN #2 READS BOOK
- WN #3 TEXTS ON PHONE



- THEY LOOK UP

Timing:

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Production :

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ADVENTURE TIME



Page 43

Sc. 38 *CONT*

Pnl. C

Bg.

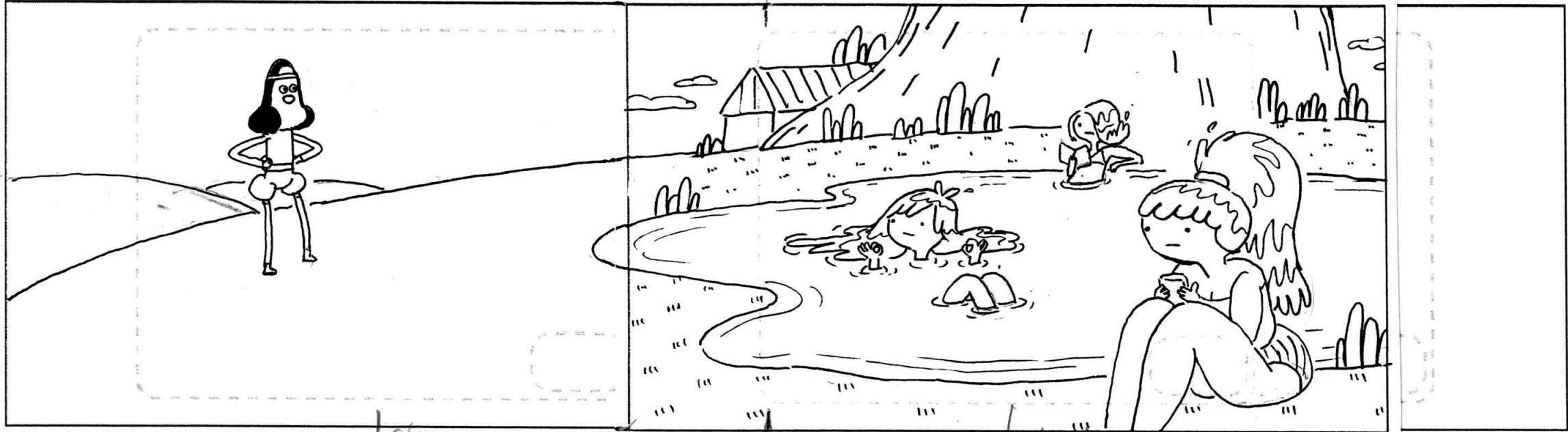
day night

Sc.

Pnl.

Bg.

day night



Dialog:

ADD: UH... HI...

Pan
↑

Action:

- PAN LEFT TO ADD

Timing:

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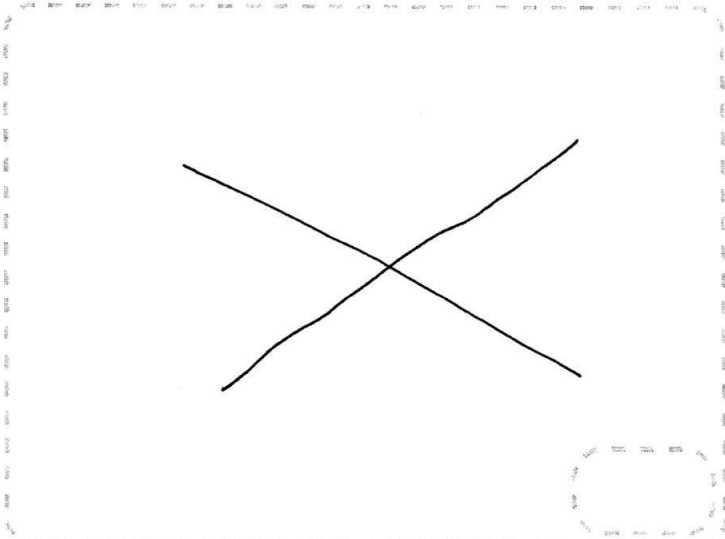


Has Cut

Sc. 38 *CONT* Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog: ABD : (LESS CONFIDENT) Eh.

Action: - ABD SUDDENLY GETS SHY

Timing:

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Production :

1025/174

to cut

ADVENTURE TIME



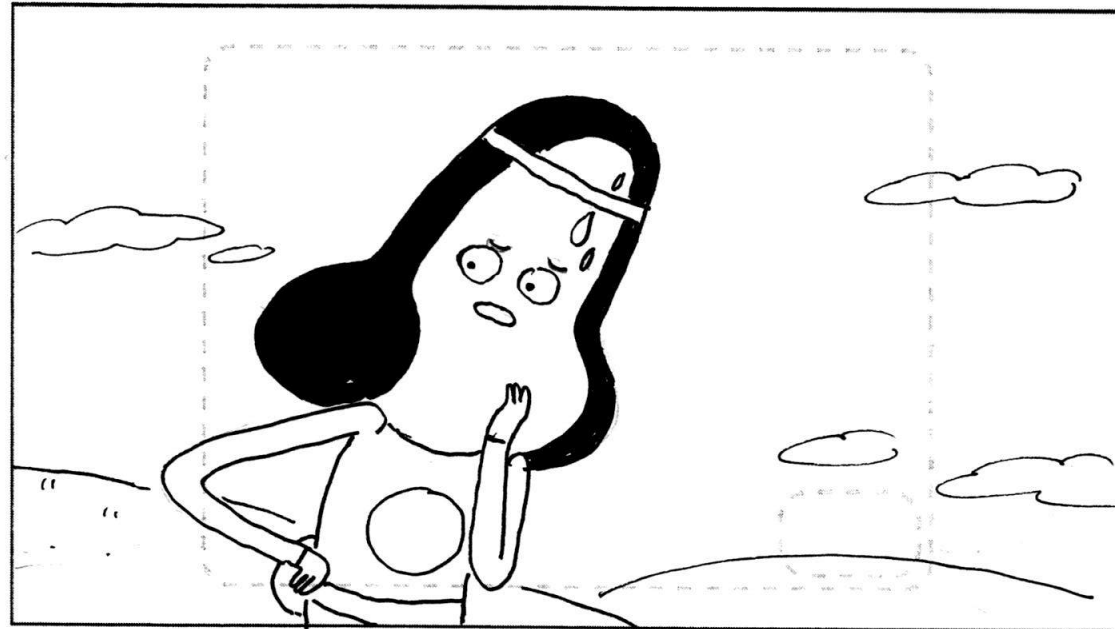
Page 45

Sc. 39

Pnl. A

Bg.

day night

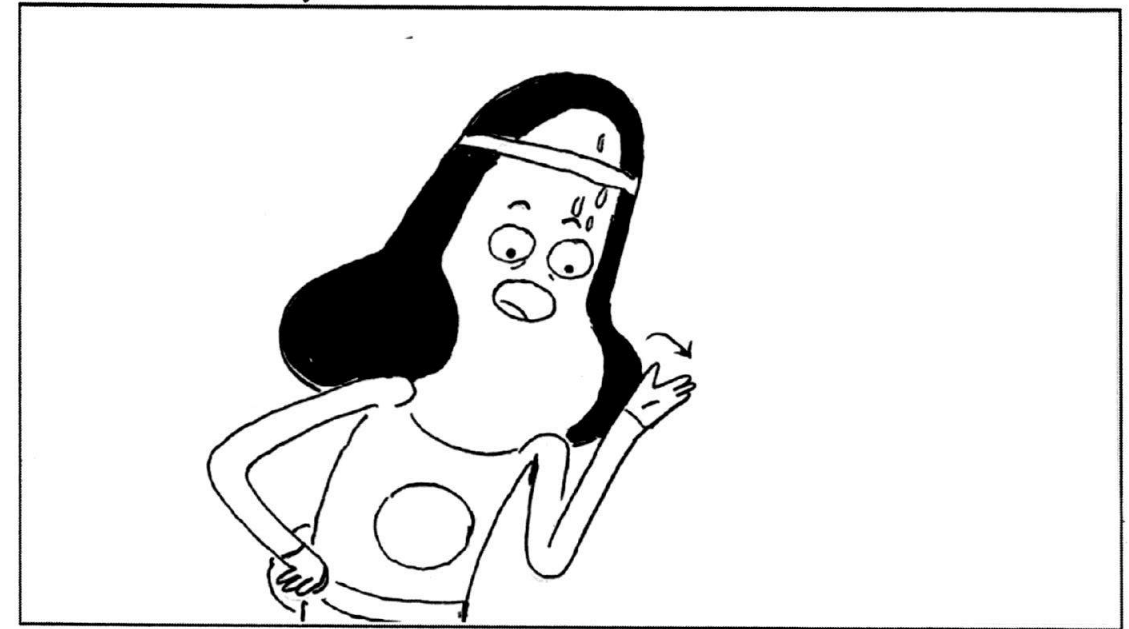


Sc. 39 *cont*

Pnl. B

Bg.

day night



Dialog:	ABD/ Do you girls feel like... ah...	ABD: GOIN ON A ROAD TRIP?
Action:		
Timing:		

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1025/174

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cut

1025-174

EPISODE #

1025/174

Production :

1025/174

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Cut

ADVENTURE TIME



Page 46

Sc. 40

Pnl. A

Bg.

day night

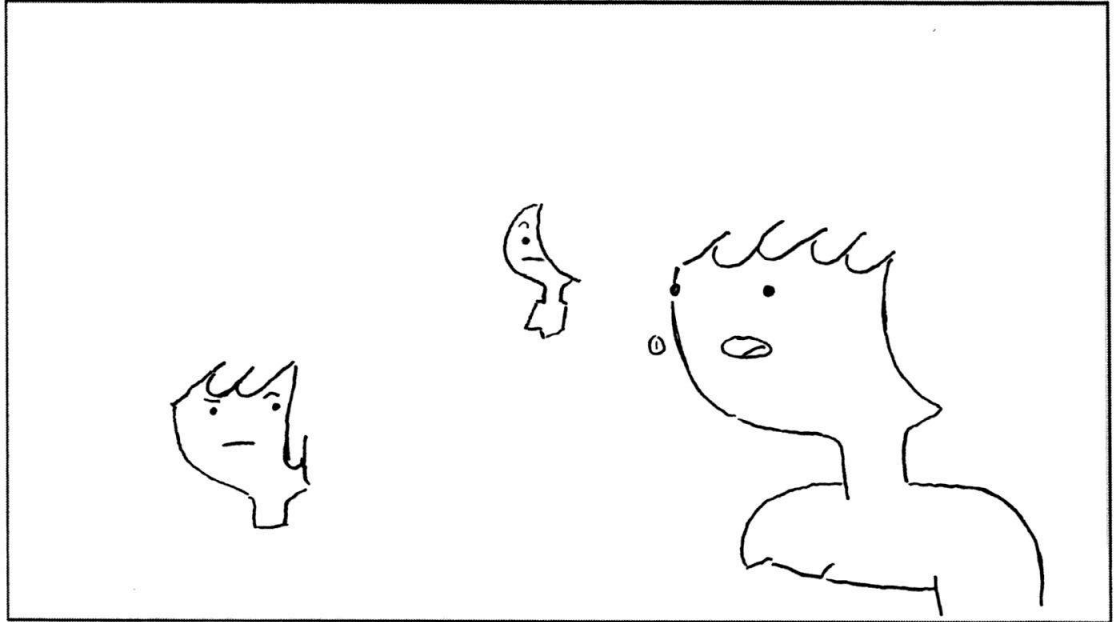


Sc. 40 *CONT*

Pnl. B

Bg.

day night



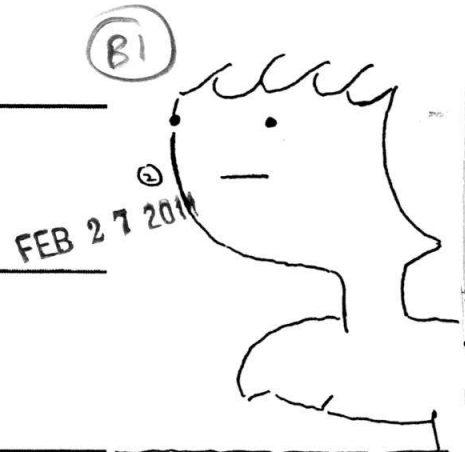
Dialog:

WN3: UM...

Action:

- WNs GLANCE AT EACH OTHER

Timing:



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Production :

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ADVENTURE TIME



Cut

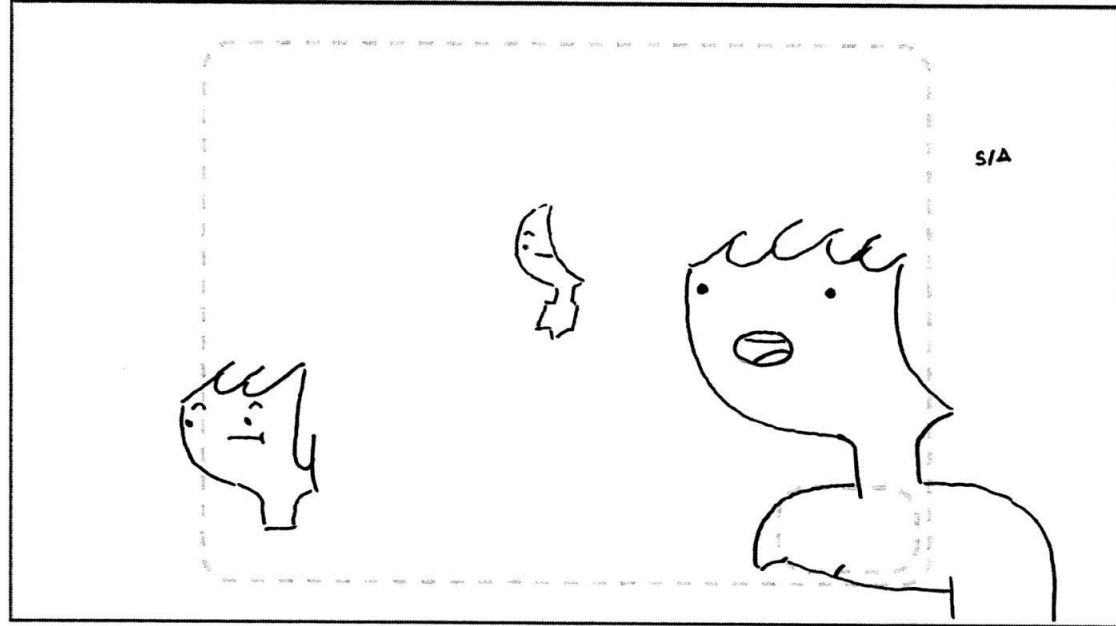
Page 47

Sc. 40 *CONT*

Pnl. C

Bg.

day night

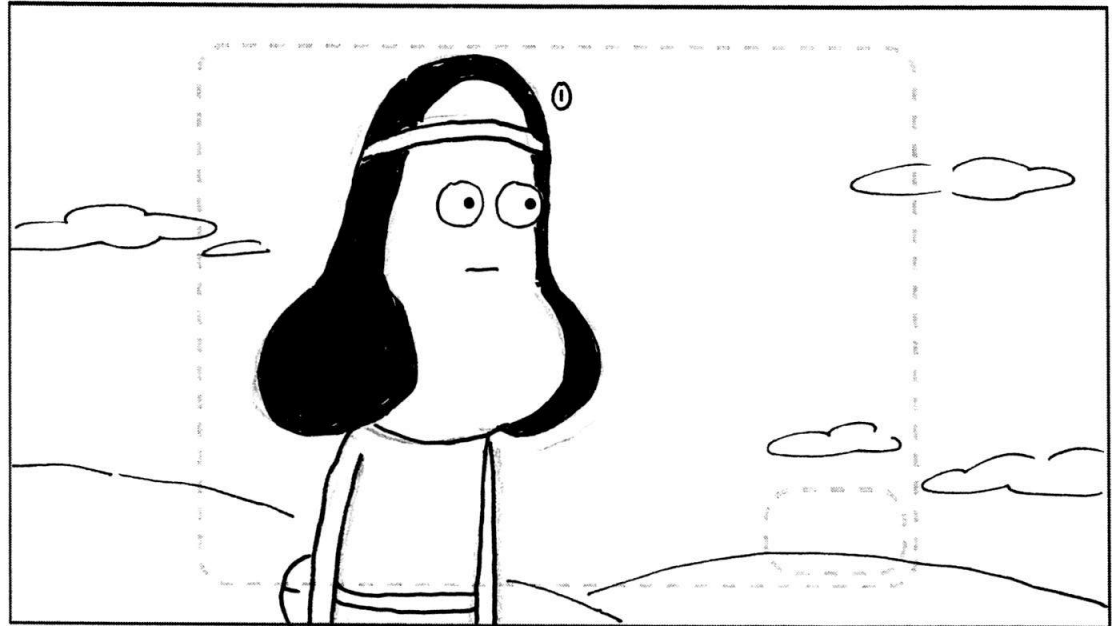


Sc. 41

Pnl. A

Bg.

day night



Dialog:

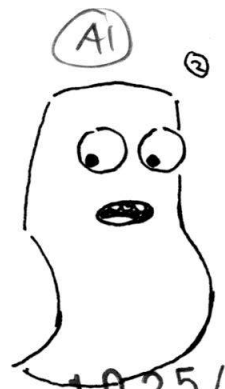
WN3: NO THANKS.

ABD: OKAY, BUT...
WHAT IF I ...

Action:

Timing:

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1025/174

1025/174

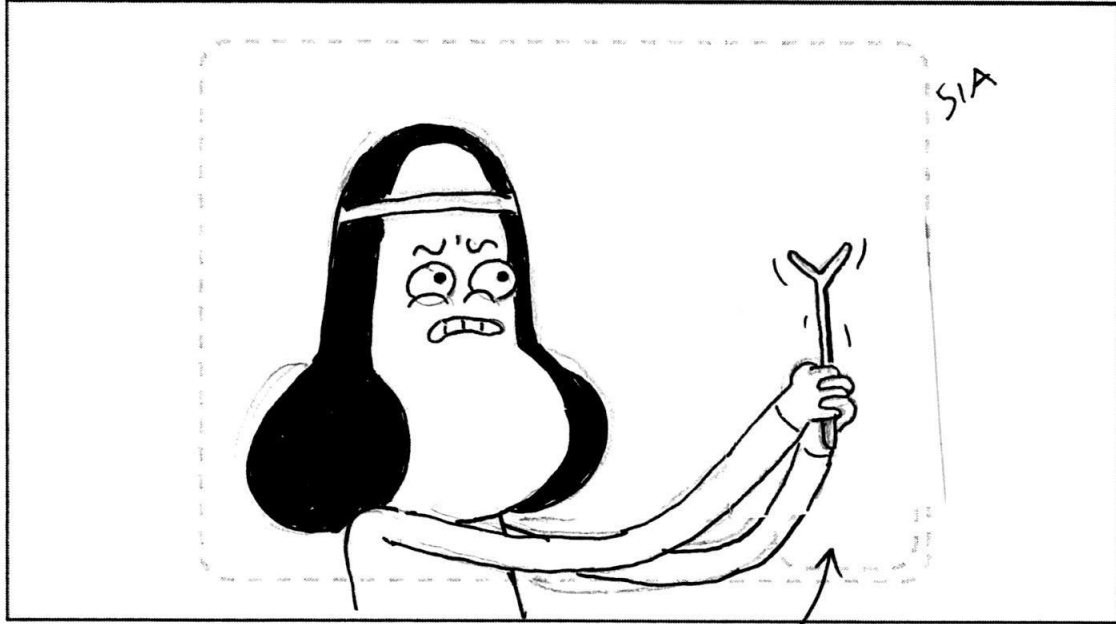
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

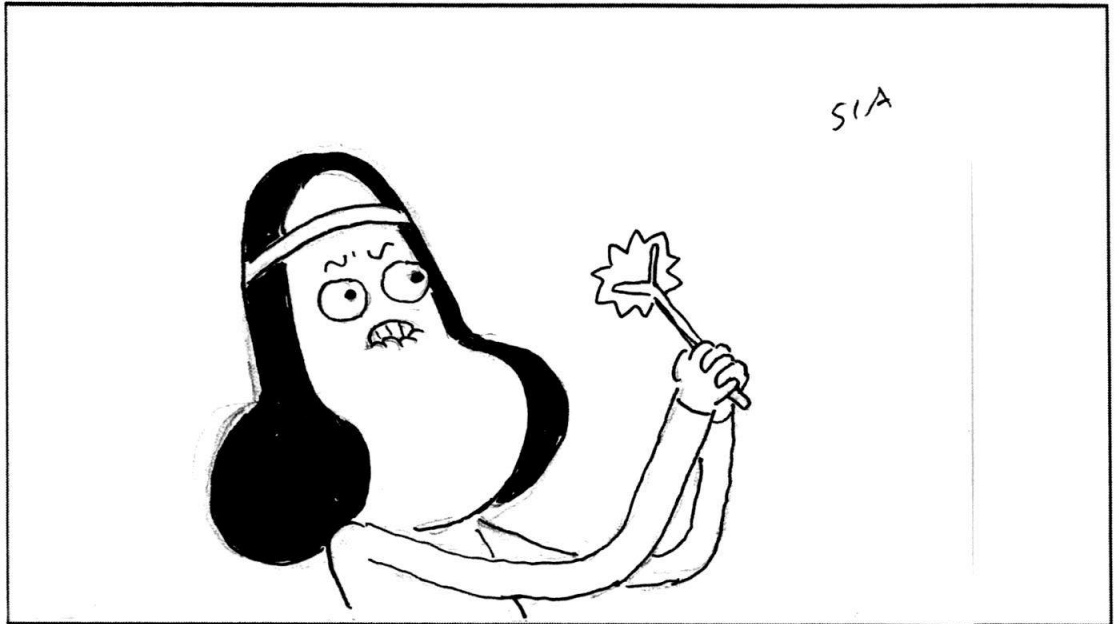


Page 48

Sc. 41 *cont* Pnl. B Bg. day night



Sc. 41 *cont* Pnl. C Bg. day night



Dialog:

ABD : HNNGGGG

ABD : FFFFFFFF

Action:

- ABD HODS UP WAND SUDDENLY.

- RAINBOW STARTS TO WOBBLE OUT FROM END OF WAND.

Timing:

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Production

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ADVENTURE TIME

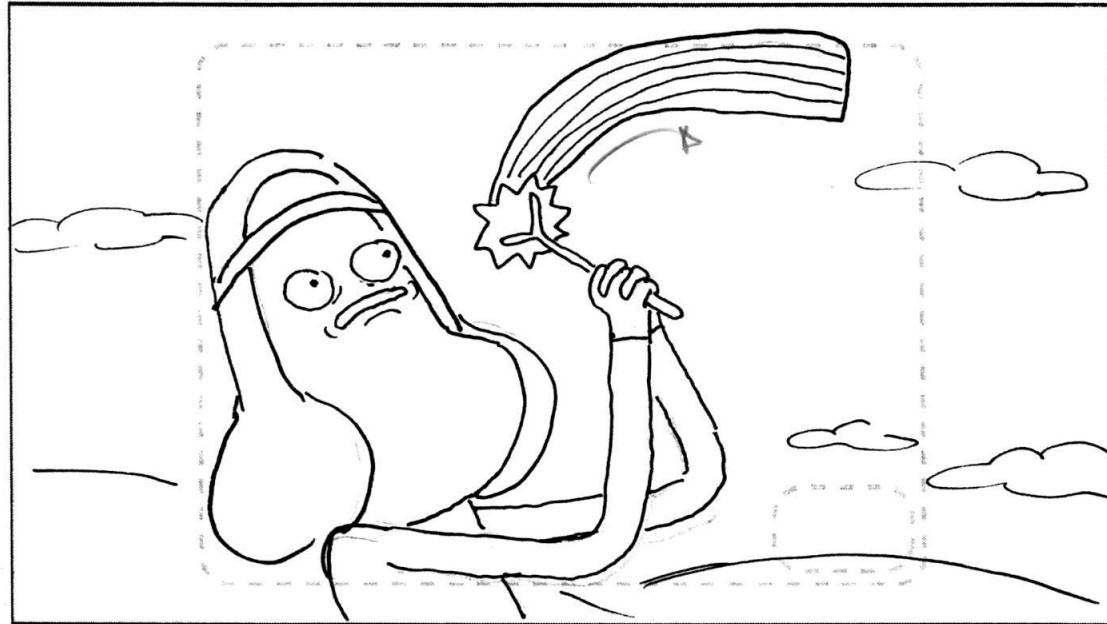


Cut

Page ⁴⁹
49A NEXT
day night

Cut

Sc. 41 *cont* Pnl. D Bg. day night



Sc. 42 Pnl. A Bg. day night



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EPISODE #

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Dialog:

Action:

-ABD STRAINS

Timing:

WN1: uh...

WN3: EW!

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1025/174

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Cut

ADVENTURE TIME

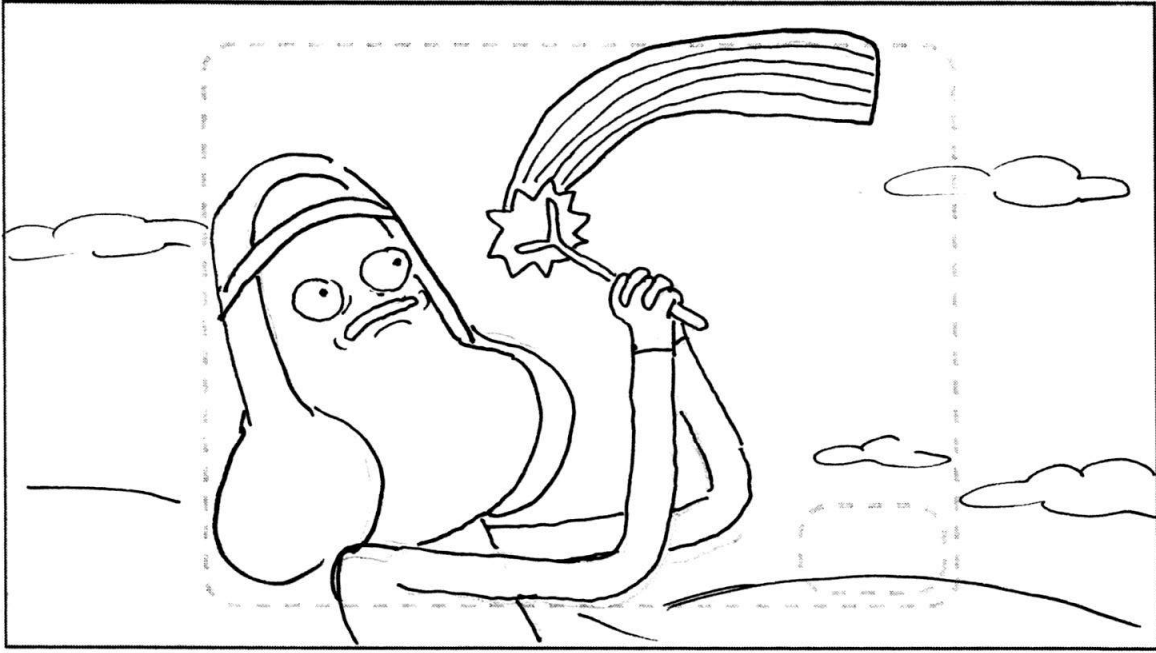


Sc. 43

Pnl. A

Bg.

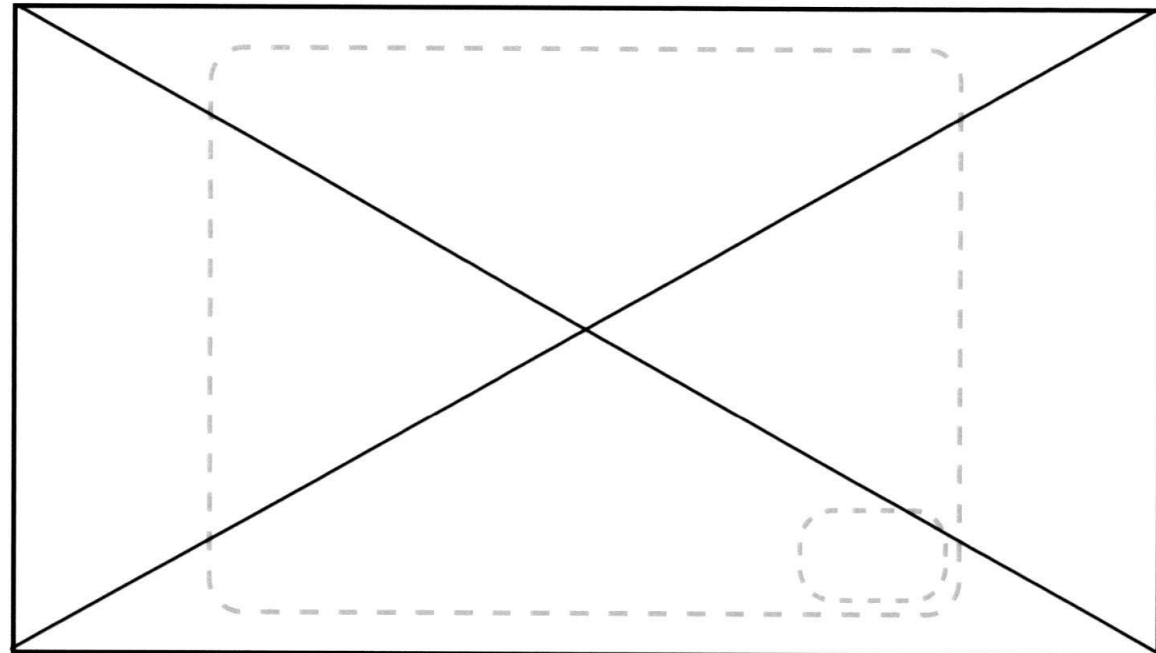
day night



Sc.

Pnl.

Bg.



Page 49A
SO NEXT
day night

Dialog: <p><u>ABD</u> : HE RRGGG ~~~</p>
Action: <div>FEB 27 2014</div>
Timing:

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1025/174

Production:

1025/174

ADVENTURE TIME

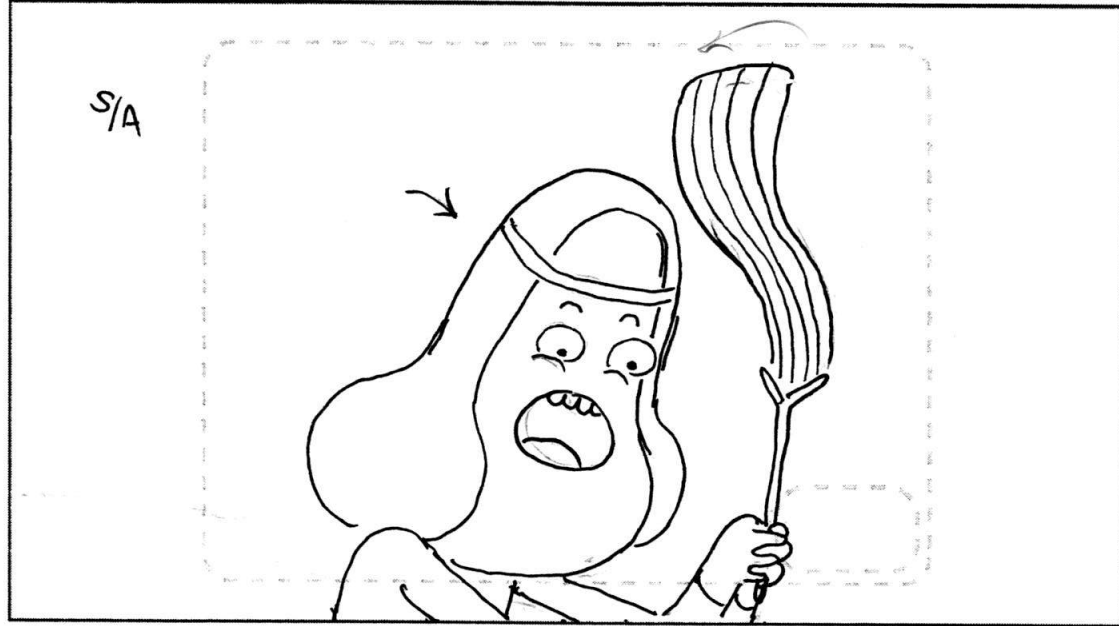


Page 50

Sc. 43 *cont* Pnl. B

Bg.

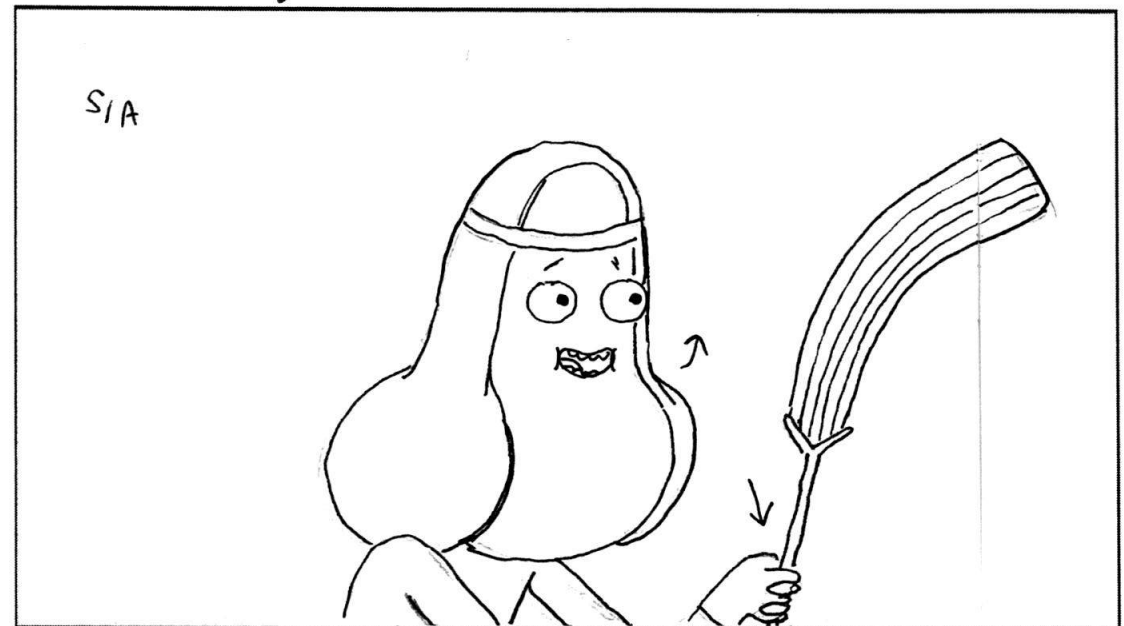
day night



Sc. 43 *cont* Pnl. C

Bg.

day night

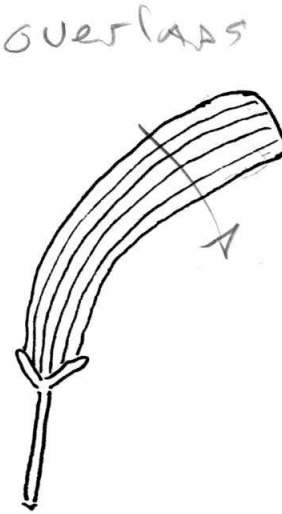


Dialog:

ADD: (HEAVING BREATHS) HUH - HAH HUH - HAH

Action:

Timing:



(B2)

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ADVENTURE TIME

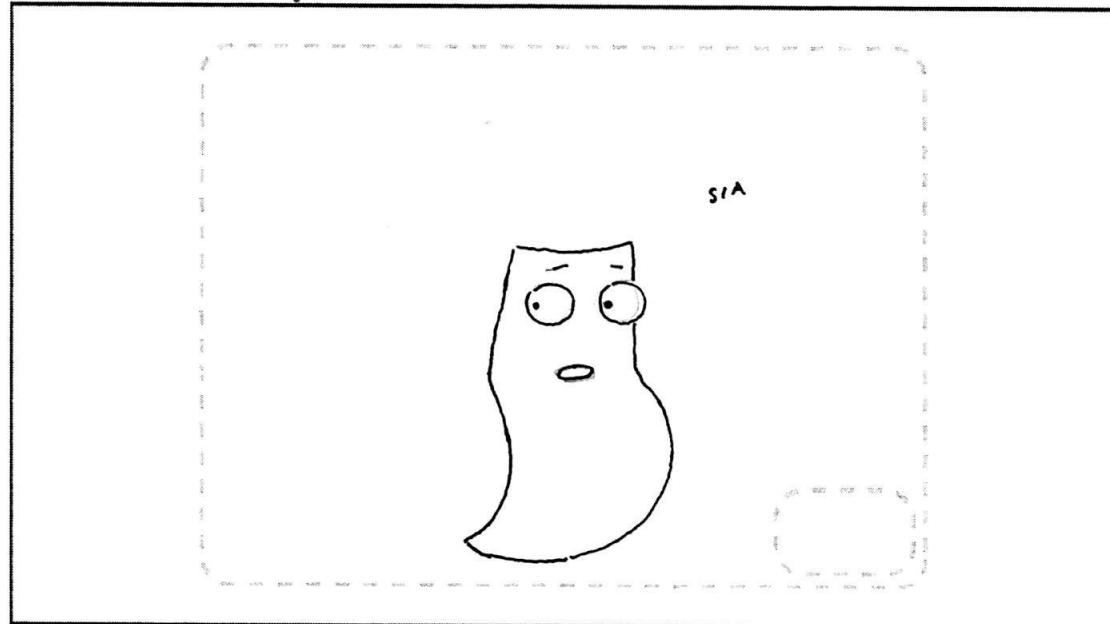


Page 51

Sc. 43 *CONT* Pnl. D

Bg.

day night

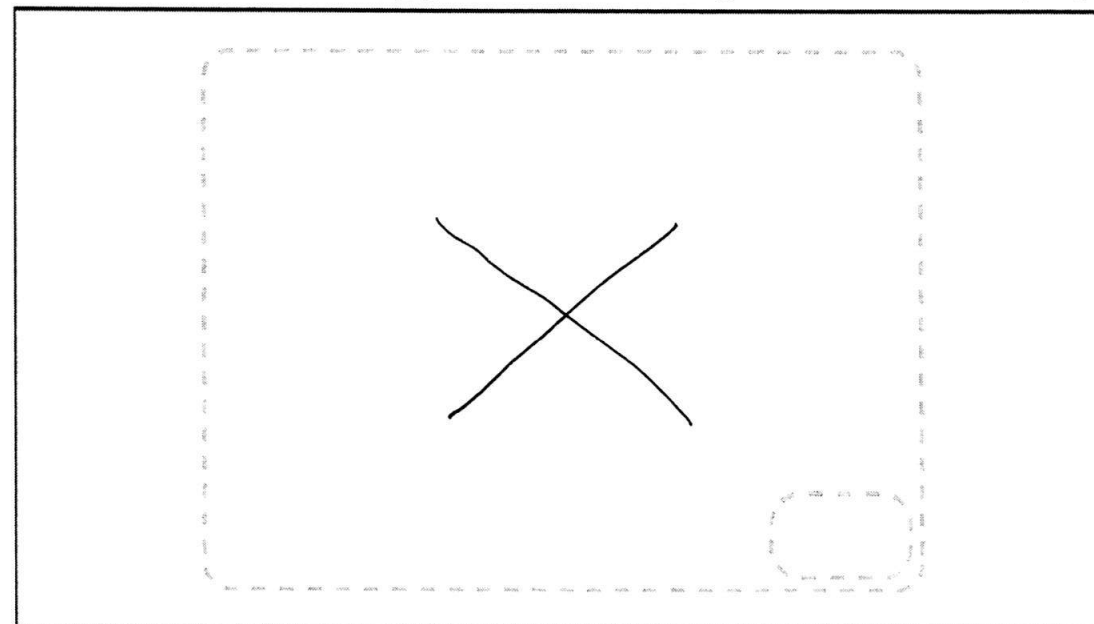


Sc.

Pnl.

Bg.

day night



Dialog:

RJ: (offs) HEY LADIES!

Action:

- RJ LOOKS LEFT.

Timing:

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Production :

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1025/174

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1025/174

HY
CUT

ADVENTURE TIME



REVISED
04/02/14

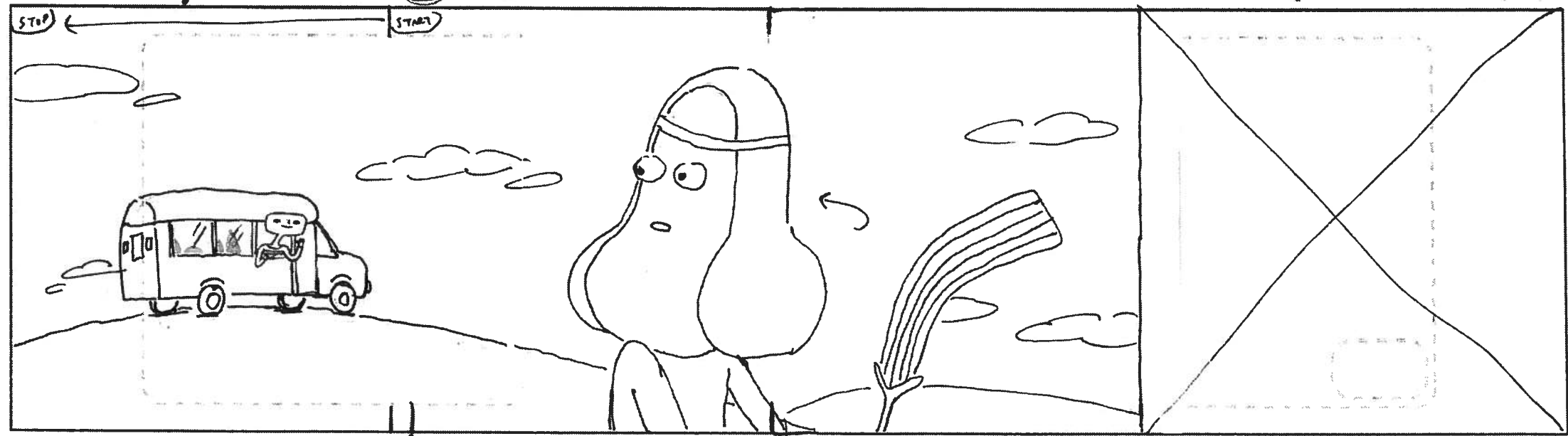
REVISED
04/02/14
Page 52

Sc. 43 **CONT**

E

Bg.

day night



Dialog:	4 stop pan start
Action:	- PAN LEFT OVER TO BUS.
Timing:	

FEB 27 2014

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Production :

1025/174

ADVENTURE TIME



HO
cut

REVISED
04/02/14

REVISED
3/18/14

REVISED
04/07/14

Page 53

Cut

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					44	A			

EPISODE # 1025-174

Dialog:	<u>RU</u> : HELLOOO...
Action:	- RJ WAVES CYCLE ① ↔ ② 2X
Timing:	

FEB 27 2014

(A1)



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1025/174

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ADVENTURE TIME

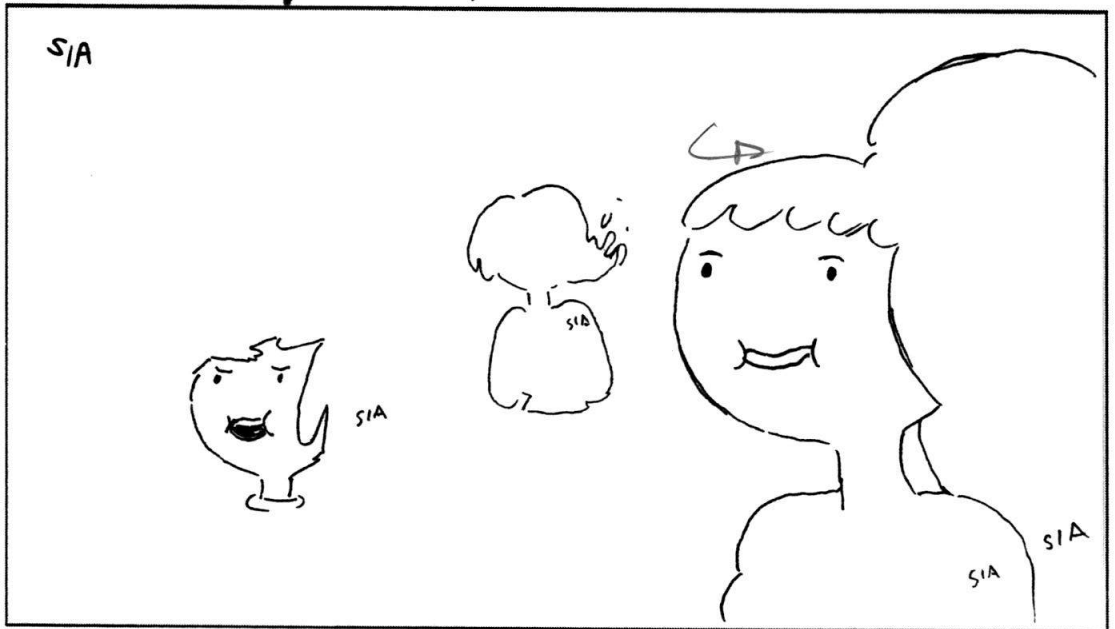


Page 54

Sc. 45 Pnl. A Bg. day night



Sc. 45 CONT Pnl. B Bg. day night



Dialog: WN 3: ① WOH. ② DO YOU GUYS KNOW THIS PERSON? WN1: NO ...



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ADVENTURE TIME



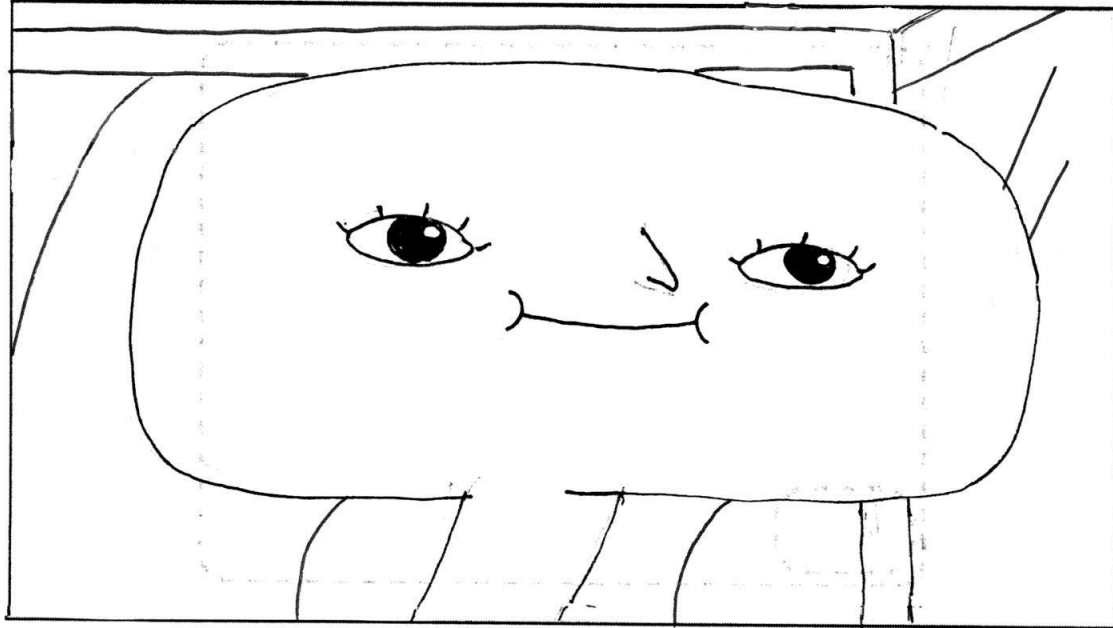
Page 55

Sc. 46

Pnl. A

Bg.

day night



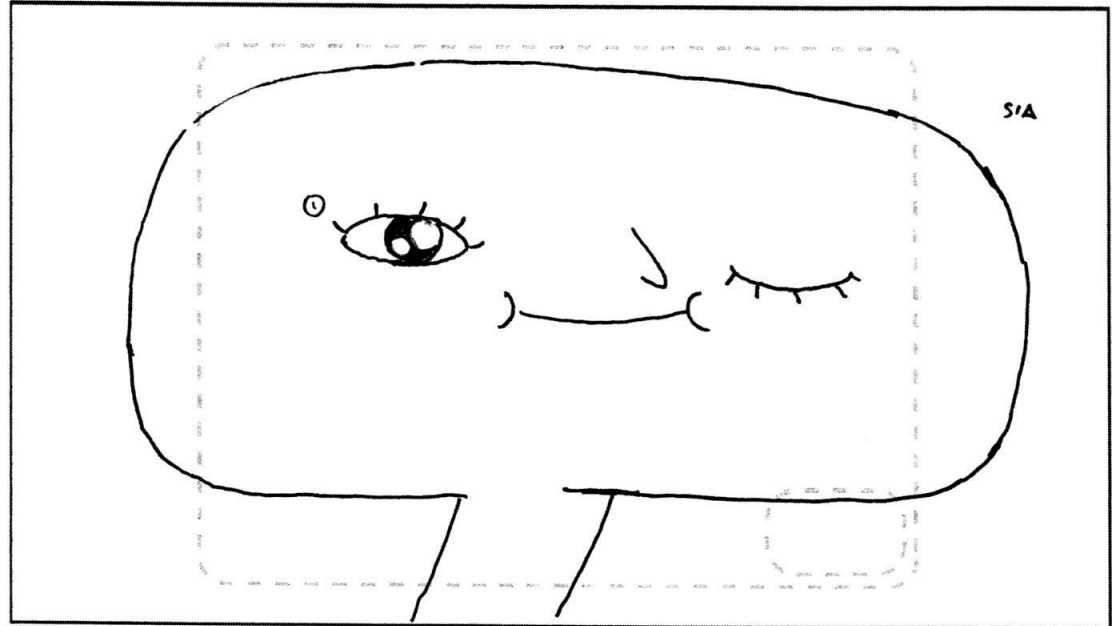
Sc. 46

CONT

Pnl. B

Bg.

day night



Dialog:

WN3: (off/s) BUT HIS EYES ARE JUST... GORGE.

SFX: * TING*

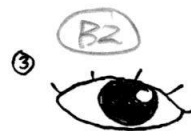
Action:

- RJ'S EYES GLISTEN.

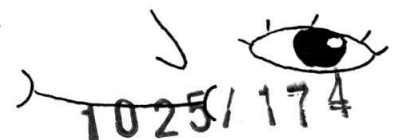
- RJ WINKS

- ANIME TWINKLE ON WINK
SPARKLES FLY OUT OF EYE

Timing:



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ADVENTURE TIME



Page 56

Sc. 46 cont Pnl. C

Bg.

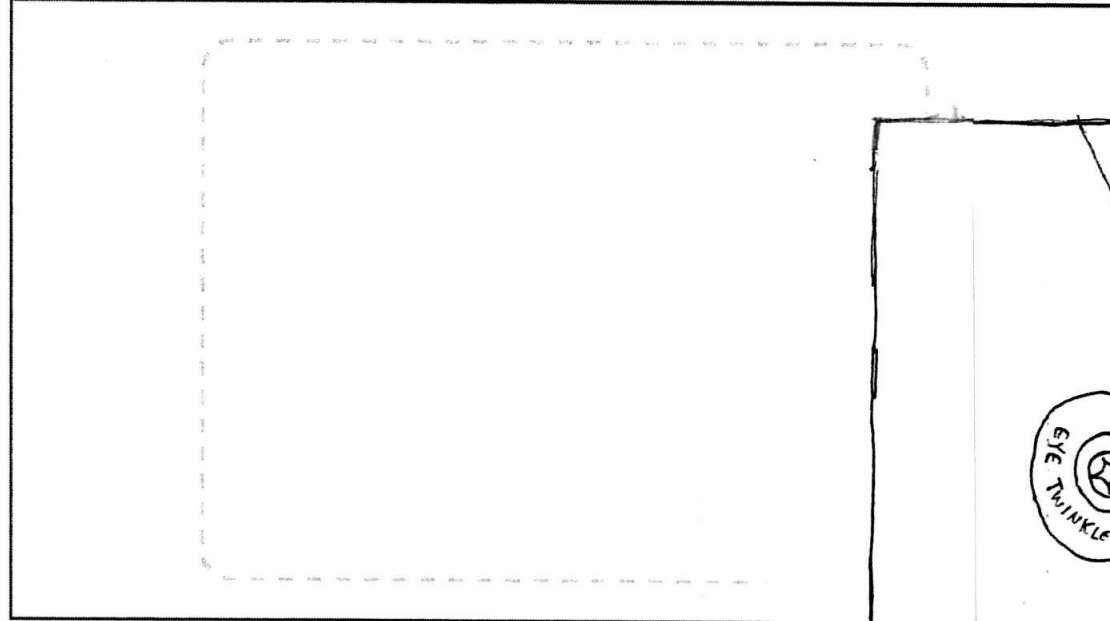
day night

Sc.

Pnl.

Bg.

day night

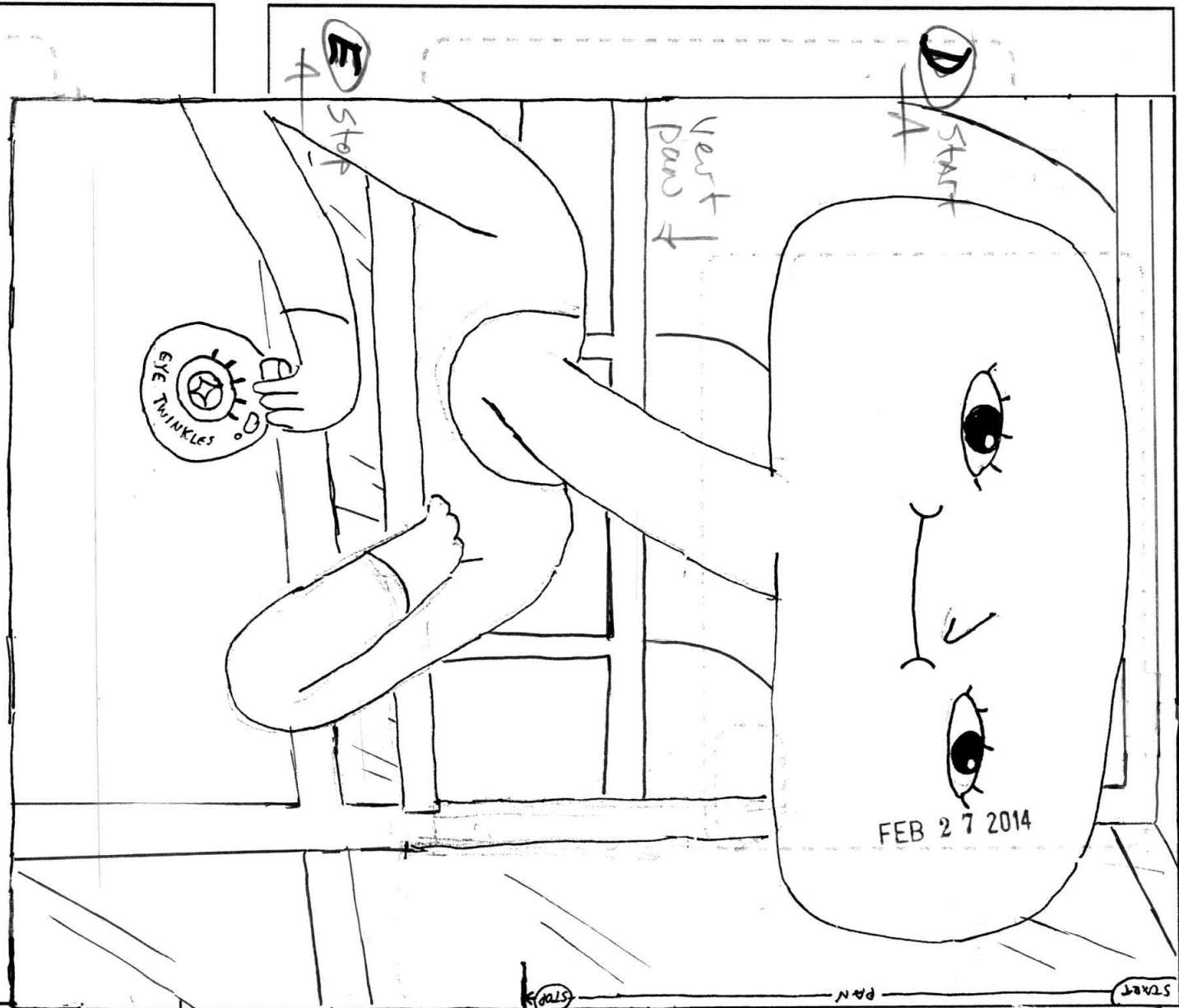


Dialog:

Action:

— PAN DOWN
TO RJ'S HAND.

Timing:



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Production :

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1025/174

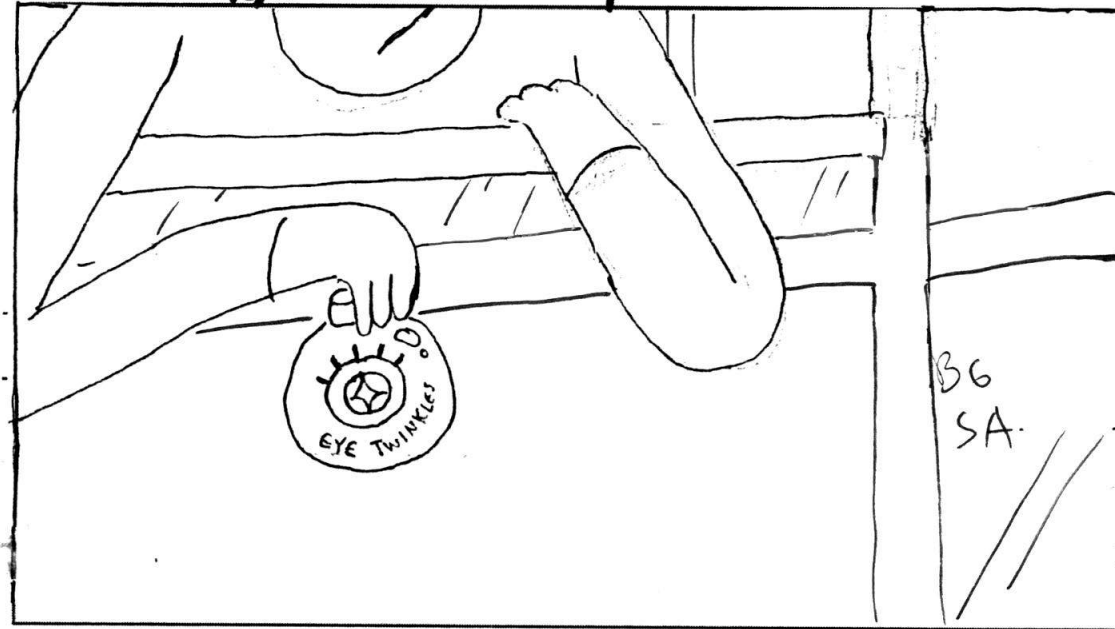
1025/174

ADVENTURE TIME



Page 57

Sc. 46 *cont* Pnl. **F** Bg. day night



Sc. 46 *cont* Pnl. **G** Bg. day night



Dialog:	
Action:	- RJ DROPS POTION BOTTLE
Timing:	

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HC Cut

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HO
Cut

ADVENTURE TIME



REVISED
04/02/14

REVISED
3/18/14

REVISED
64/07/14

Page 58

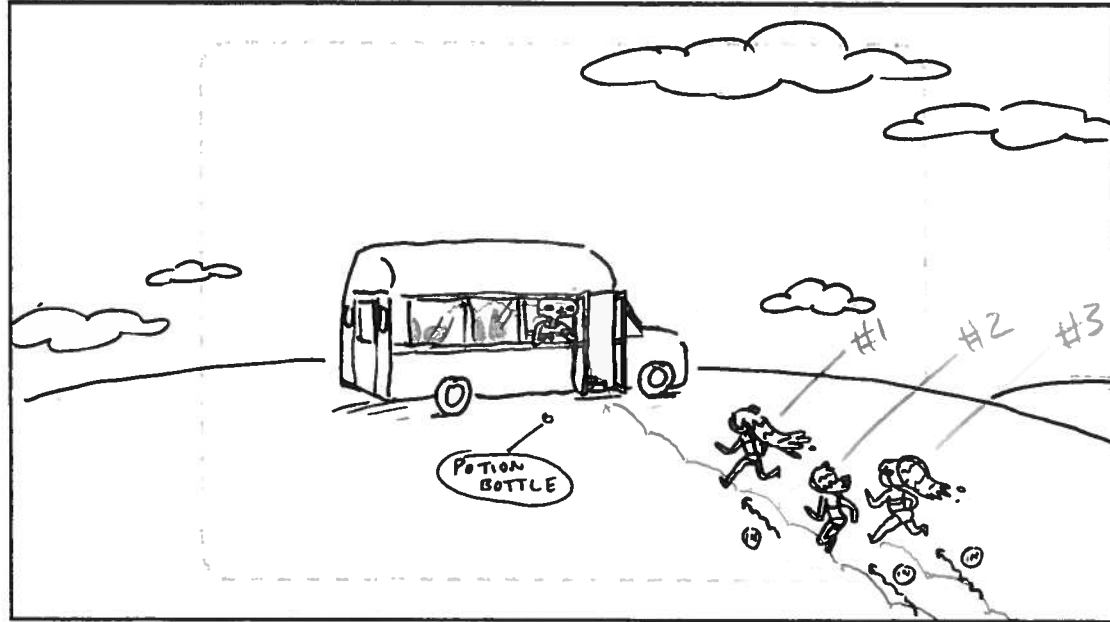
HO
Cut

Sc. 47

Pnl. A

Bg.

day night

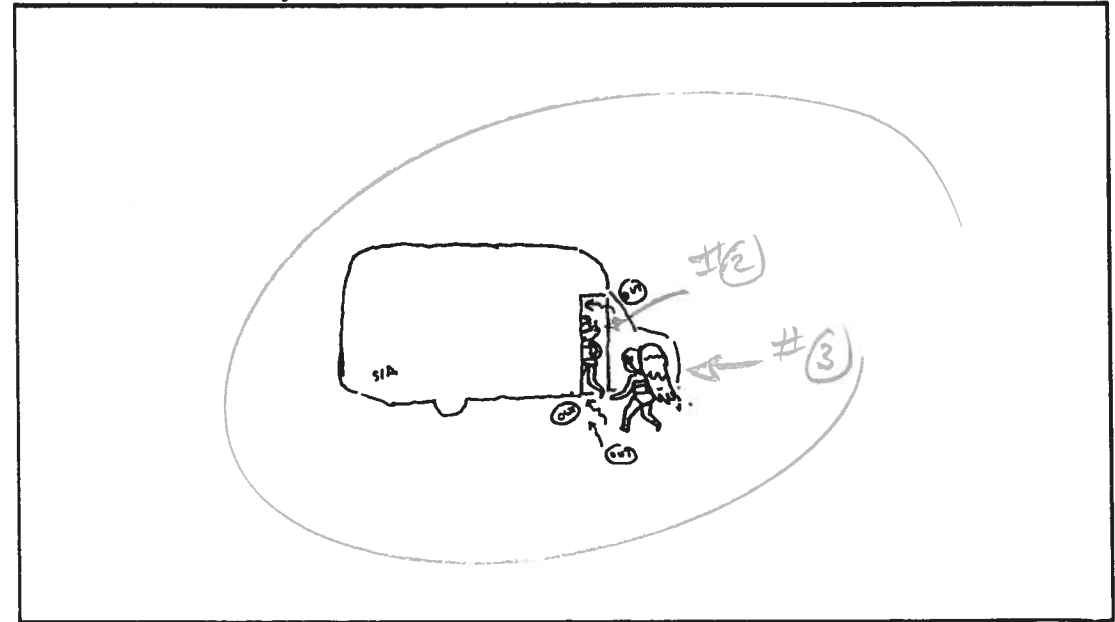


Sc. 47 CONT

Pnl. B

Bg.

day night



1025-174

EPISODE #

Dialog:

Water nymphs: <laughing>

Action:

- NYMPHS RUN TO BUS

RON JAMES
SITS DOWN
FIRST

A2

- GET IN BUS

A1

W/ASMS
PULLS UP
WINDOW
TO CLOSE

Timing:

FEB 27 2014



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HW
Cut

ADVENTURE TIME



REVISED
04/02/14

REVISED
04/07/14

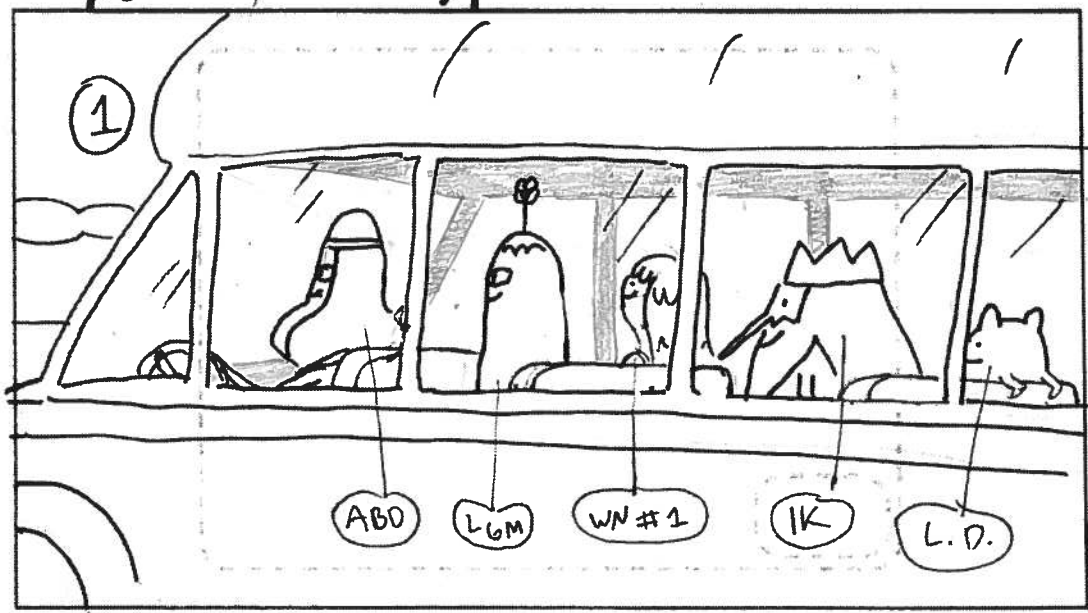
Page 59

Sc. 48

Pnl. A

Bg.

day night

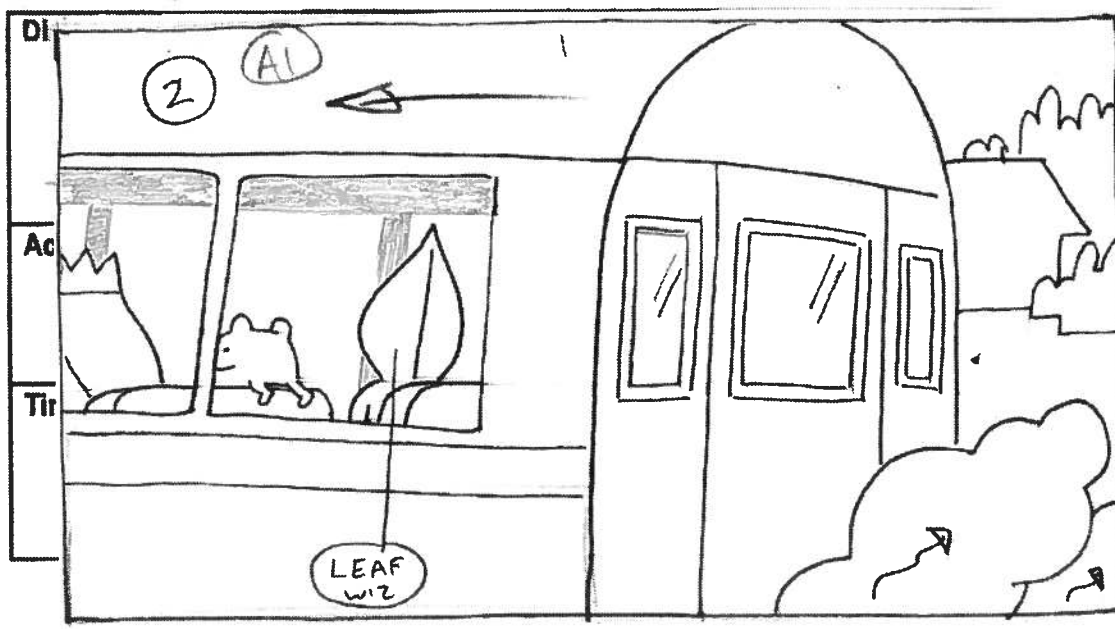


Sc. 48 cont

Pnl. B

Bg.

day night

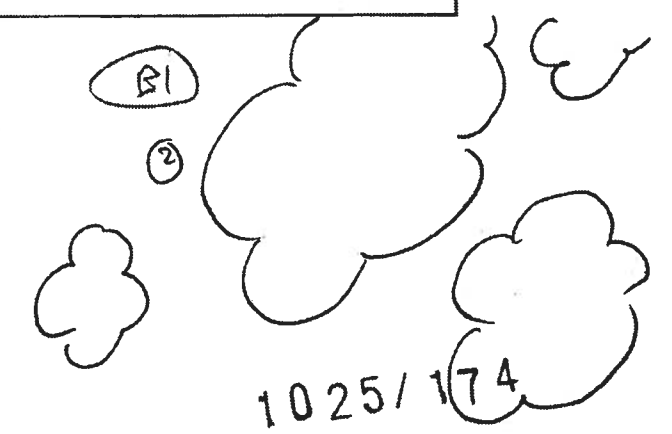


SFX : VROOOOM

Finn and Jake: <laughing>

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- BUS TAKES OFF
LEAVING CLOUDS OF
SMOKE



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1025/174

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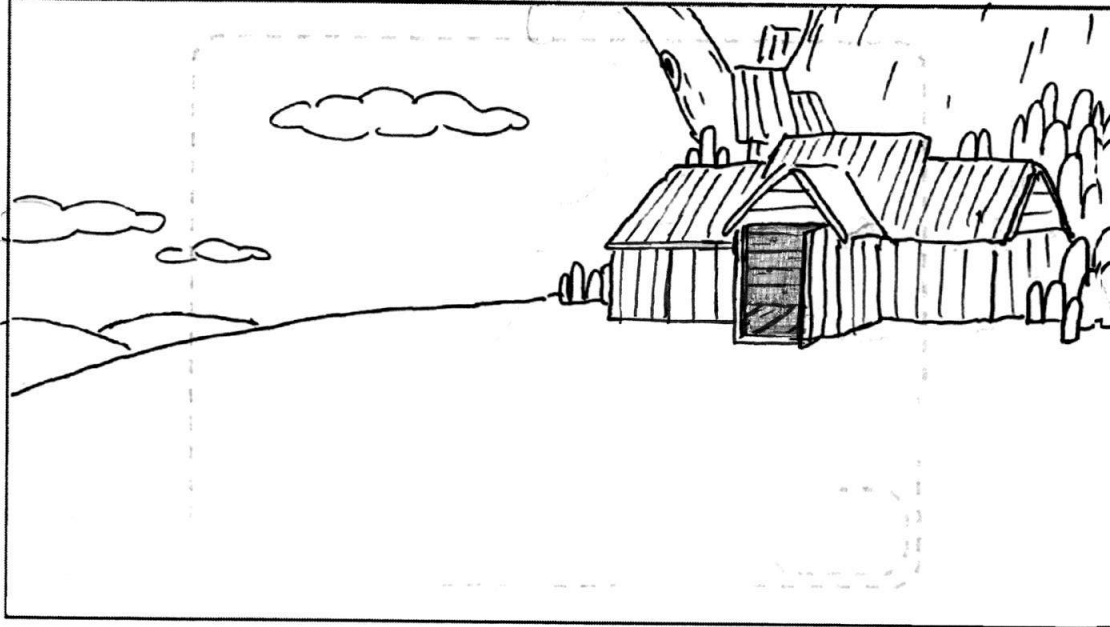


Page 60

Sc. 48 cont Pnl. C

Bg.

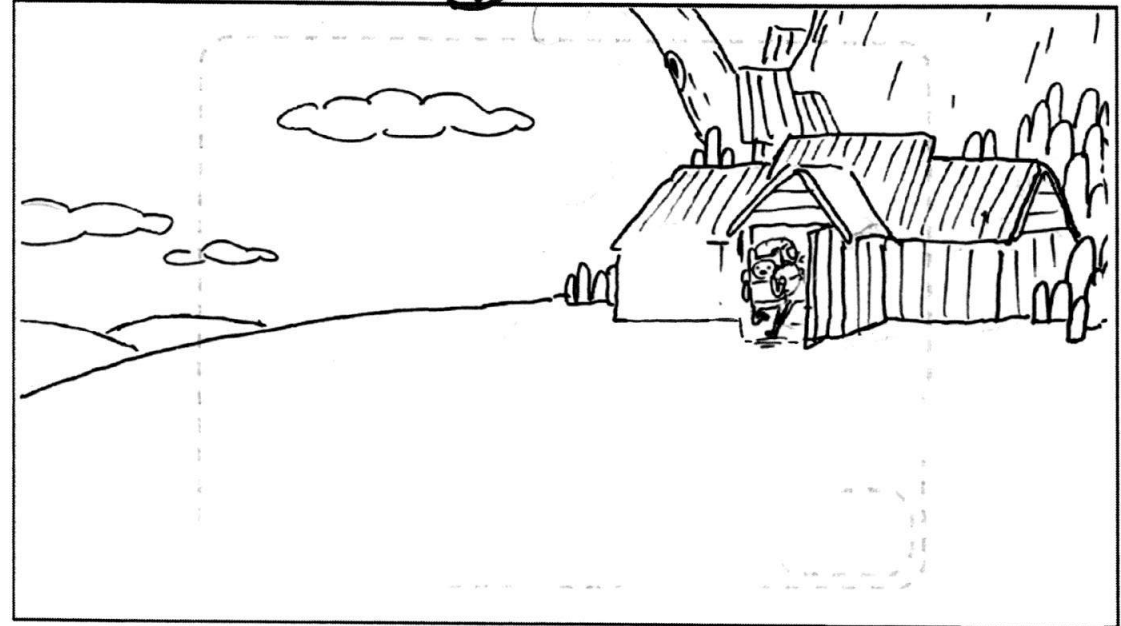
day night



Sc. 48 cont Pnl. D

Bg.

LOANEXT
day night



Dialog:

SFX : (BUS DRIVING AWAY)

SFX : (BUS SOUND FADES OUT)

Finn and Jake: <laughing>

Action:

-SMOKE DISSIPATES

Timing:

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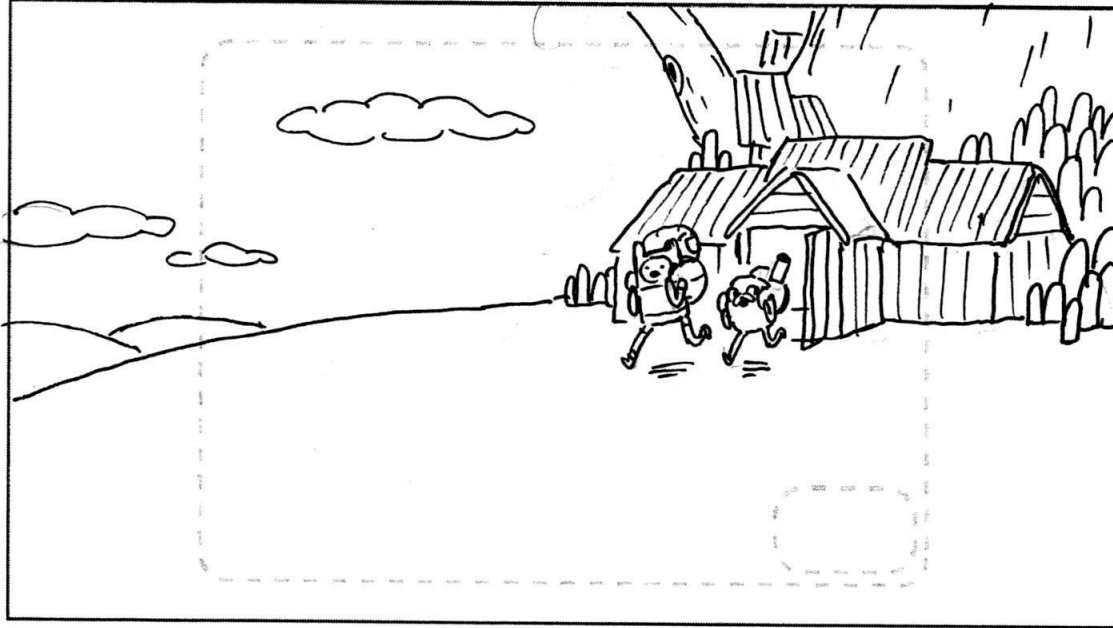


Sc. **48 CONT**

Pnl. **E**

Bg.

day night



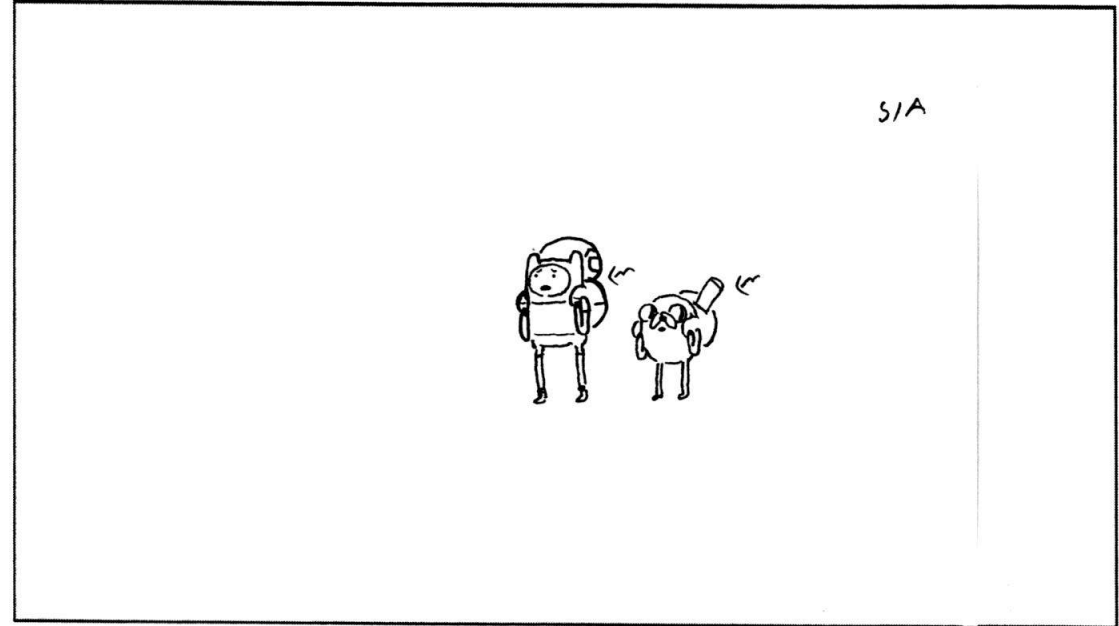
Sc. **48 CONT**

Pnl. **F**

Bg.

Page **60A**
6/NEXT
day night

cut



Dialog:

Action:

- F+J RUNNING

- THEY STOP
- LOOK DOWN AT THE GROUND
DISAPPOINTED

Timing:

FEB 27 2014



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Production :

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ADVENTURE TIME



HO
CUT

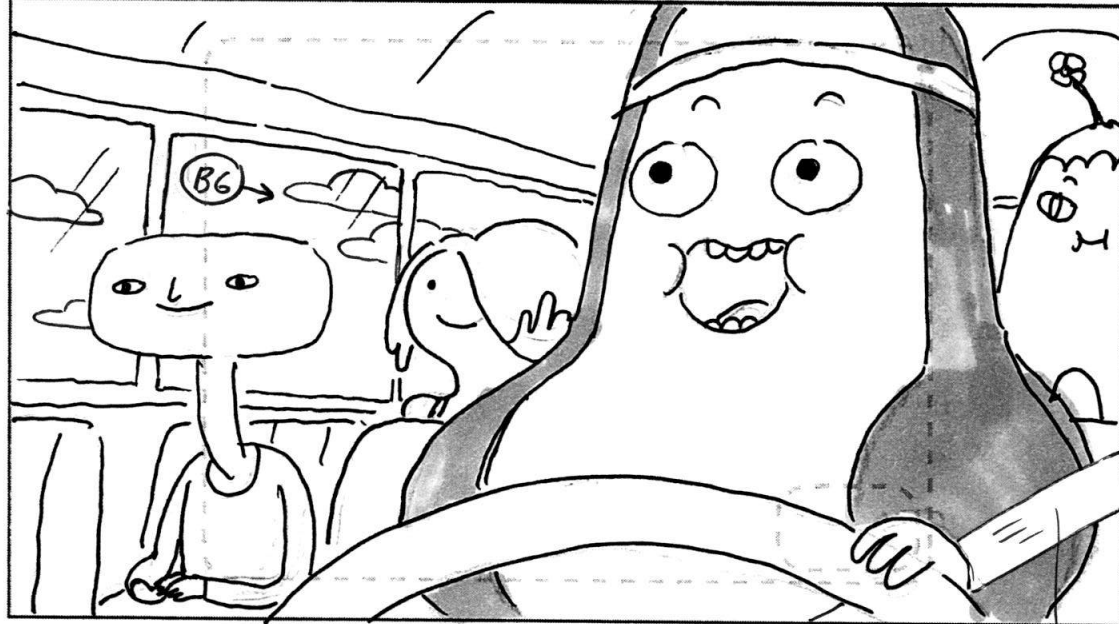
Page 61

Sc. 49

Pnl. A

Bg.

day night

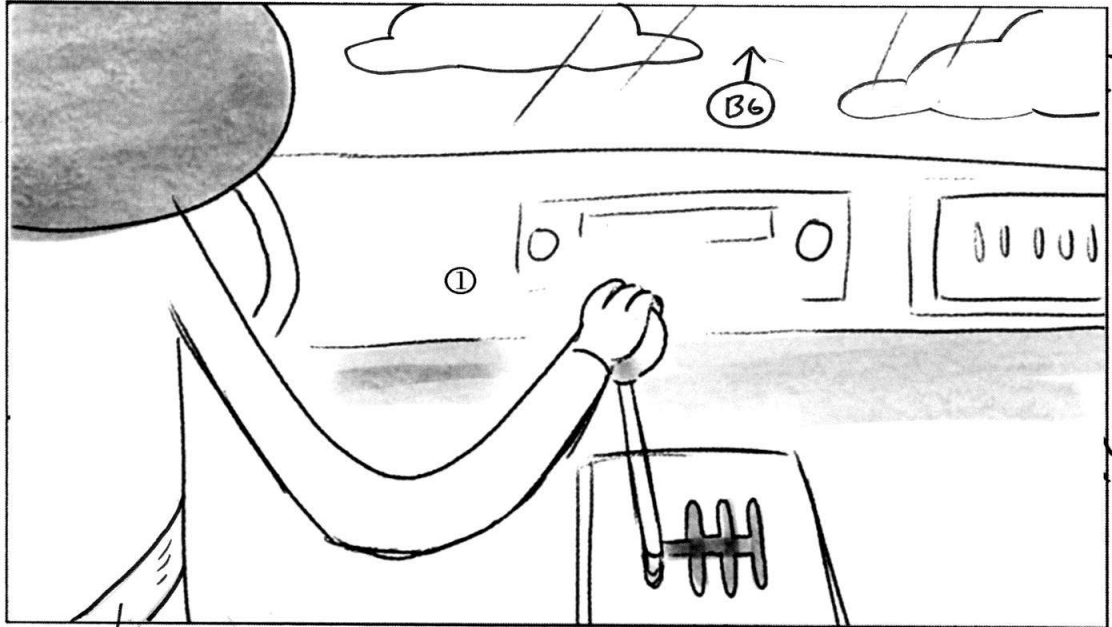


Sc. 50

Pnl. A

Bg.

day night



Dialog:

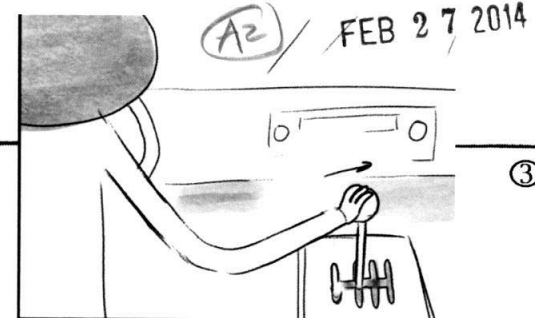
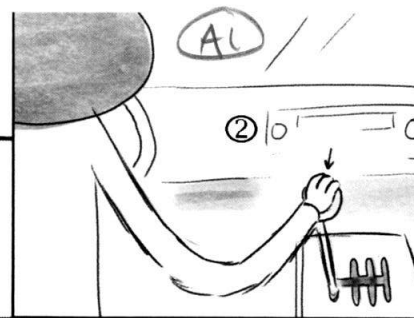
ABD: HERE WE GOOO!

SEAT
BELT

SEAT
BELT

Action:

Timing:



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ADVENTURE TIME



cut

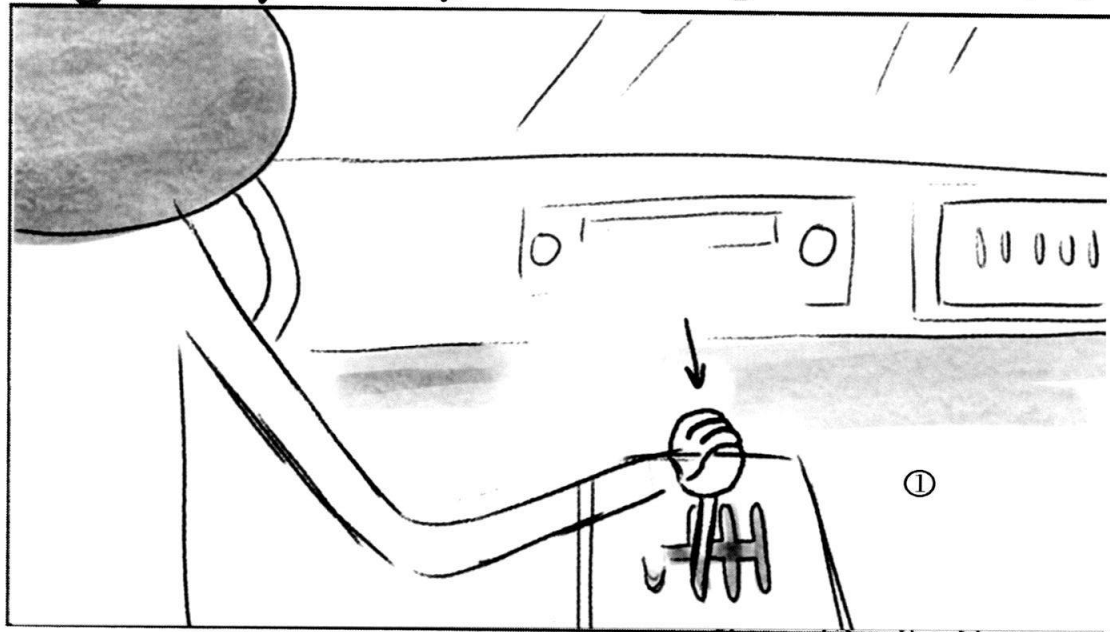
Page 62

Sc. 50 cont

Pnl. B

Bg.

day night

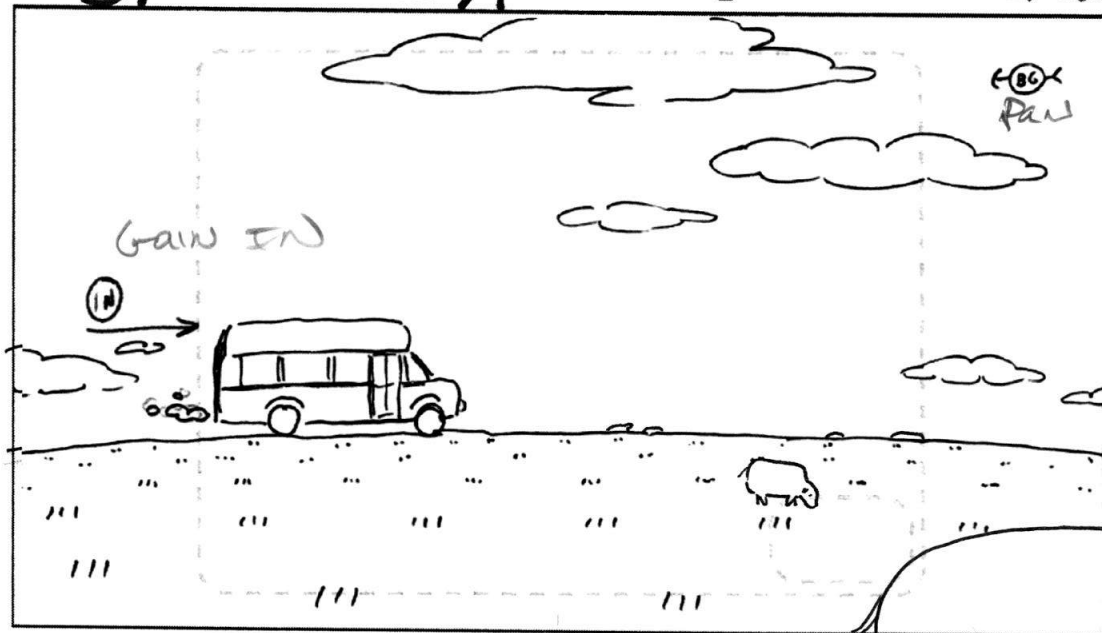


Sc. 51

Pnl. A

Bg.

day night



Dialog:

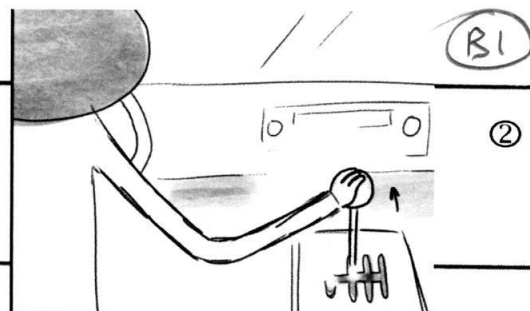
ALL : WOOO !

SFX : * ENGINE REVS *

Action:

- ABD SHIFTS INTO HIGH GEAR

Timing:



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Production :

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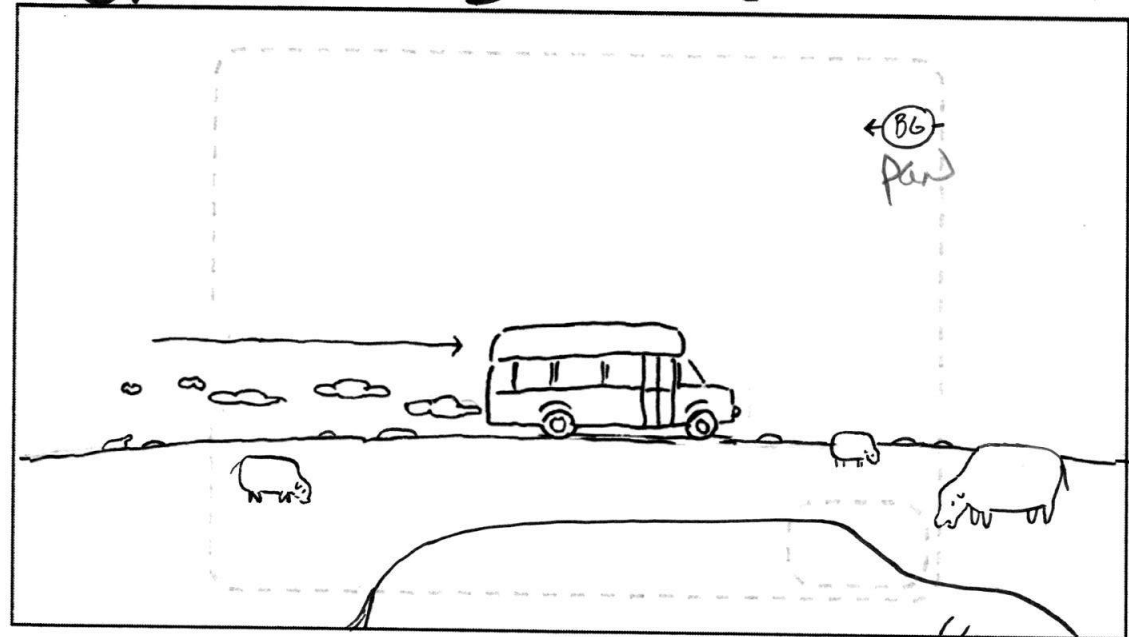
1025/174

ADVENTURE TIME

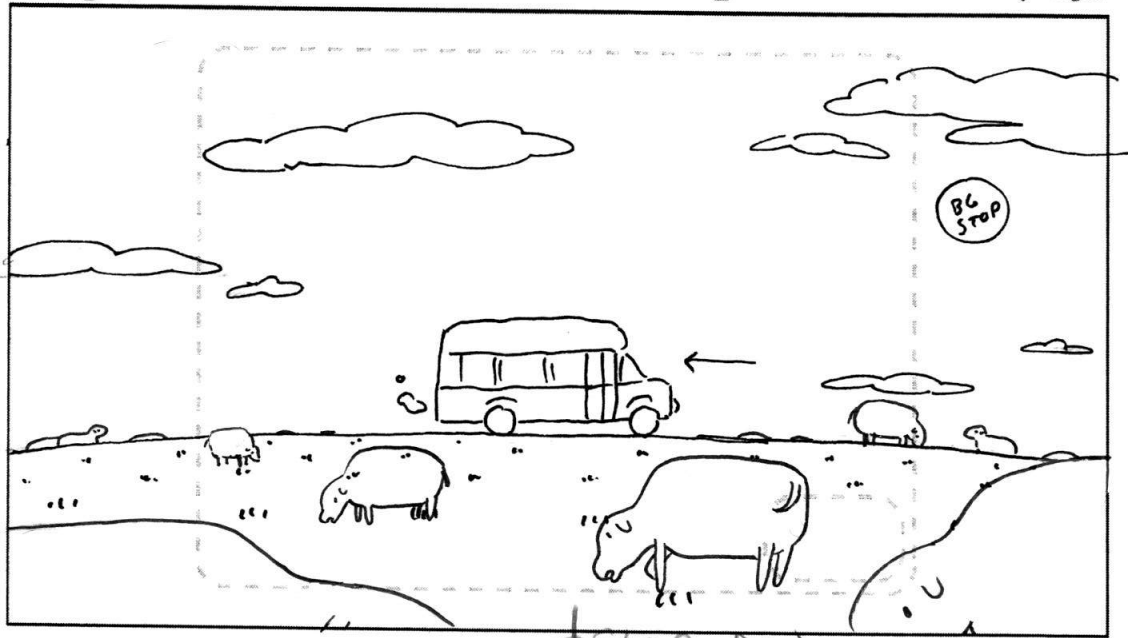


Page 63

Sc. 51 CONT Pnl. B Bg. day night



Sc. 51 CONT Pnl. C Bg. day night



Dialog:	ALL: <GROAN WALLA> SFX: * ENGINE DIES *
Action:	Bus slow w/- sputter to stop
Timing:	FEB 27 2014

HW
Cut

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1025/174

Hu
Curt

ADVENTURE TIME



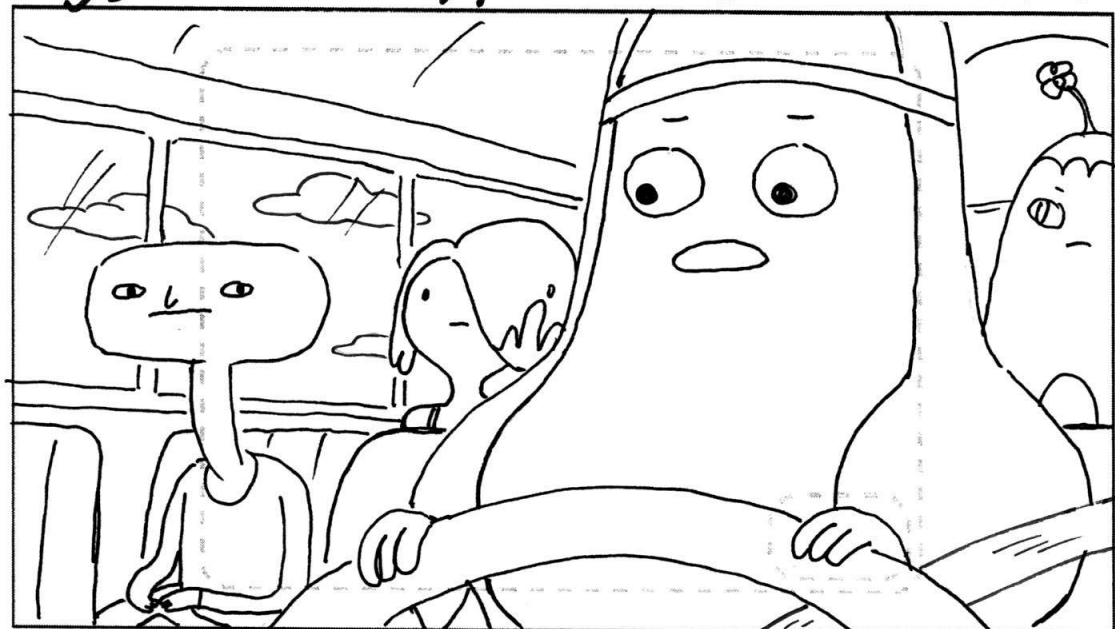
Hu
Curt

Hu
Curt

Sc. 52 Pnl. A Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	IK: uh... WHY'D WE STOP?	ABD: I THINK WE RAN OUT OF GAS...
Action:	s.p. (AI)	s.p. (AI)
Timing:		

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EPISODE #

1025/174

Production :

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NO CUT

ADVENTURE TIME



NO CUT

NO SC 56

Sc. 54

Pnl. A

Bg.

day night

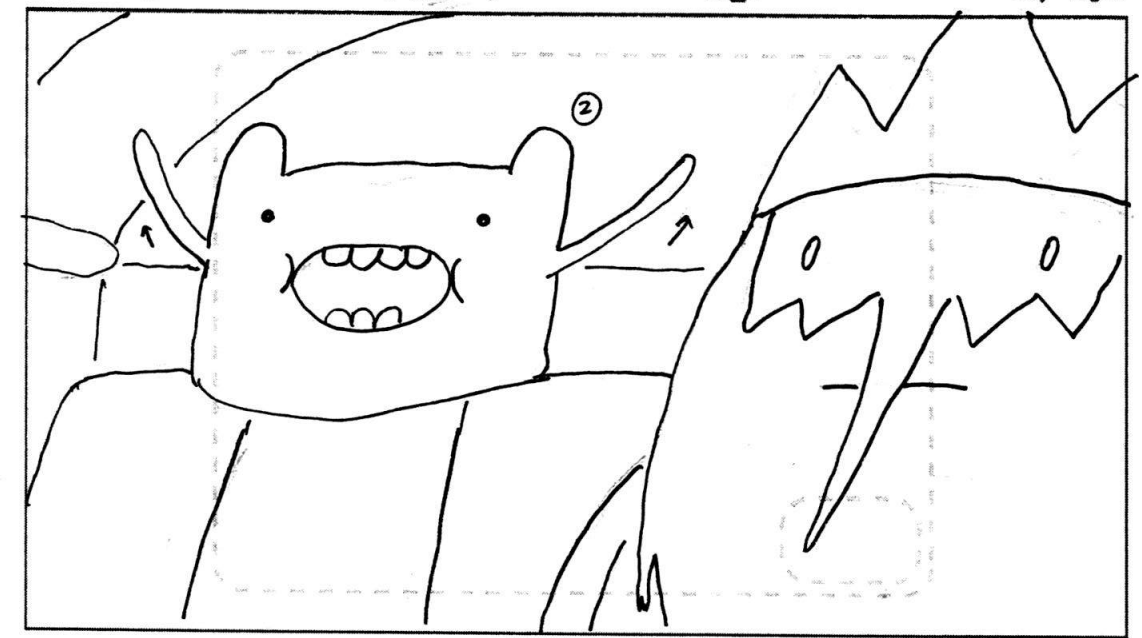


Sc. 55

Pnl. A

Bg.

Page 65
NO PG-66
day night



LD: AND THE WHEELS FELL OFF!

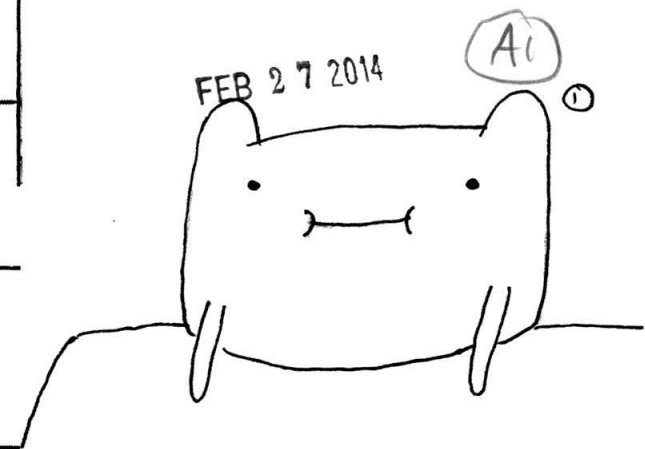
Bus Drops Lower

SFX: WHEELS FALLING OFF



small
Camera Shake

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1025/174

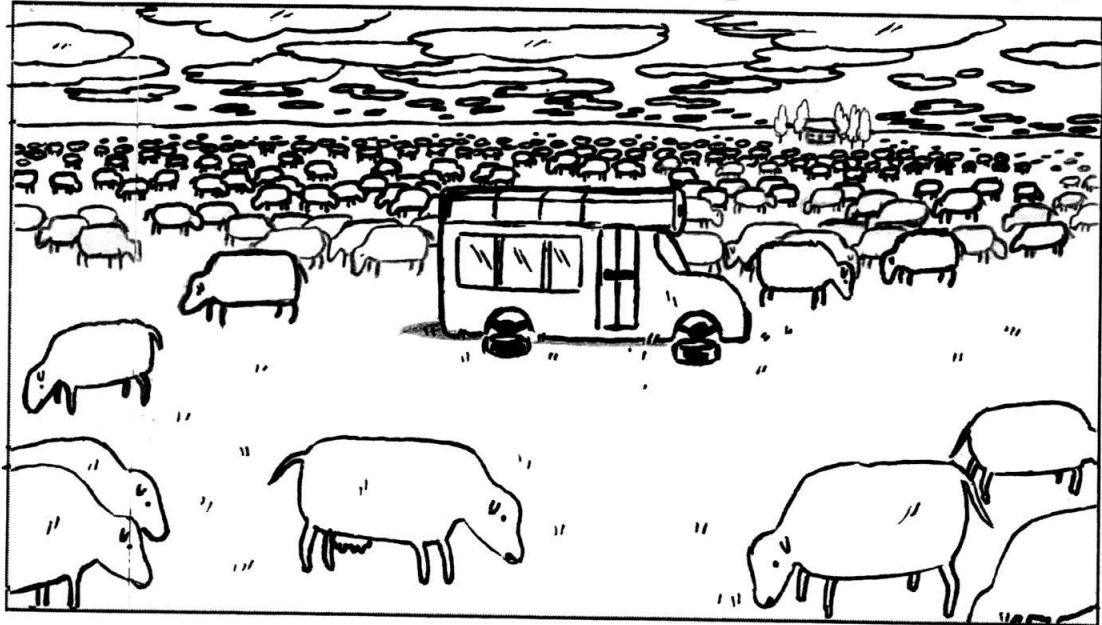
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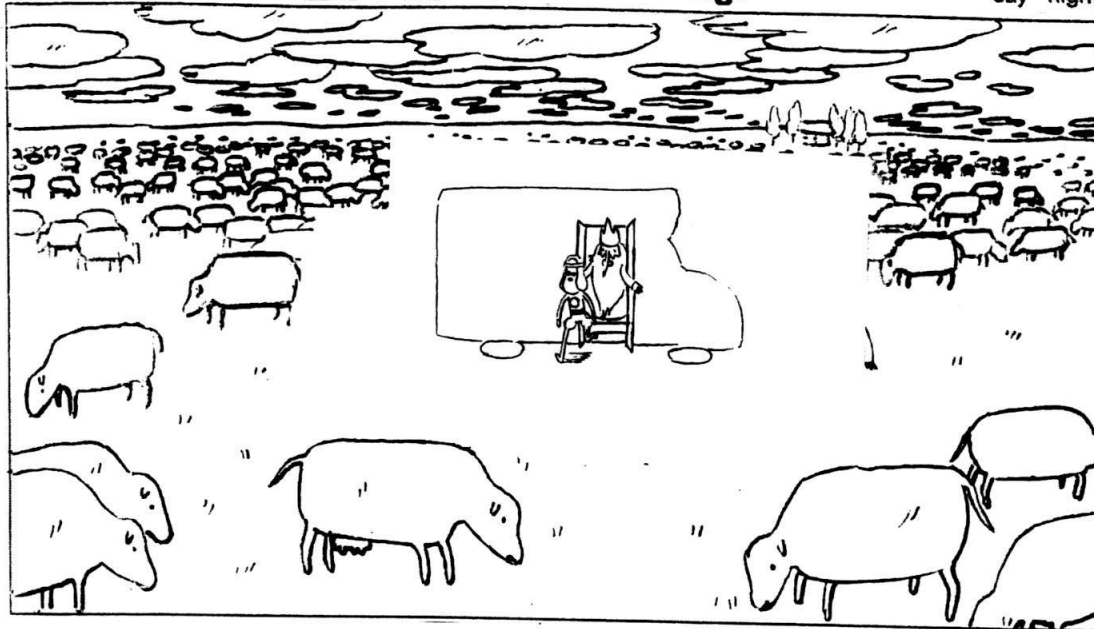


Page 67

Sc. 57 Pnl. A Bg. day night



Sc. 57 cont Pnl. B Bg. day night



Dialog:

sfx: <cows mooing>

Action:

WIZARDS GET OFF OF BUS.

Timing:

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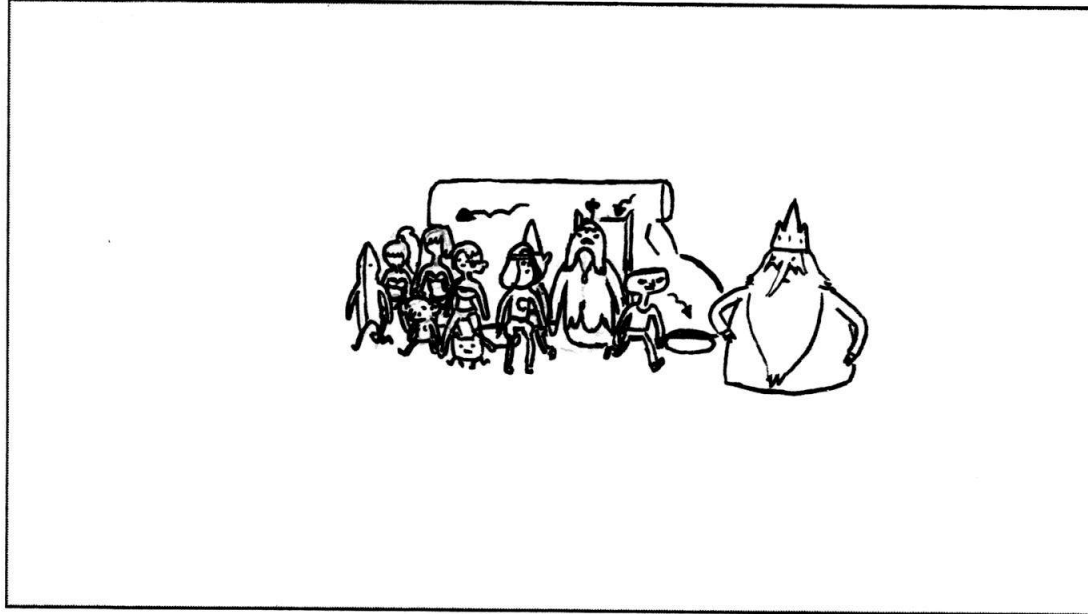
Page 68

Sc.

57 CONT Pnl. C

Bg.

day night



Sc.

57 CONT Pnl. D

Bg.

day night



Dialog:

sfx: <cows mooing>

Action:

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Timing:

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Production :

1025/174

Hu
Cut

1025/174

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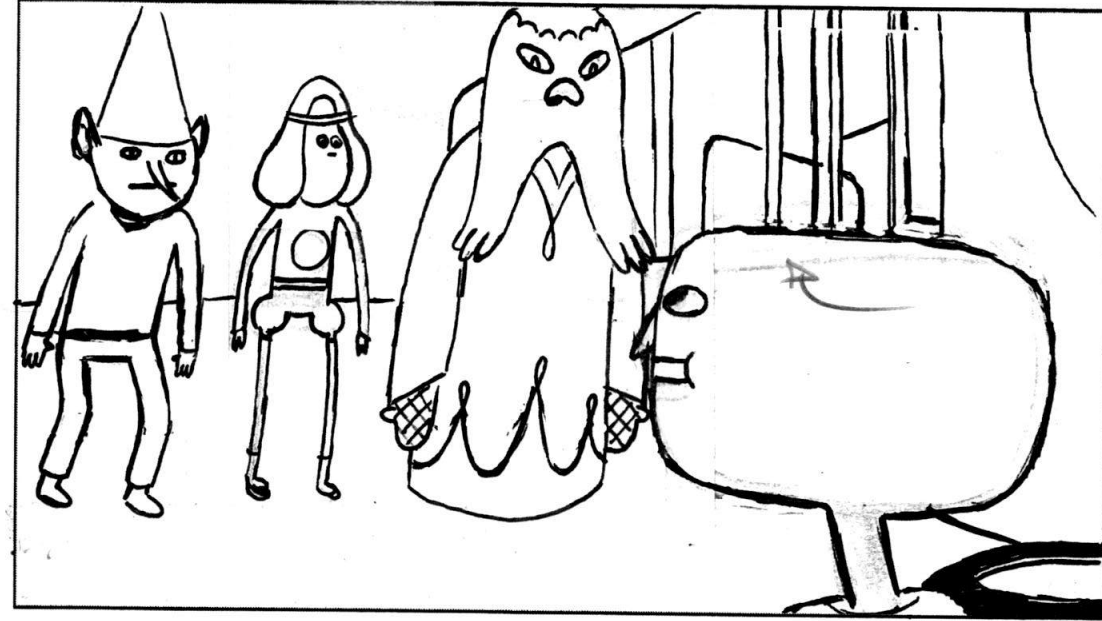
Ho
Cut

ADVENTURE TIME

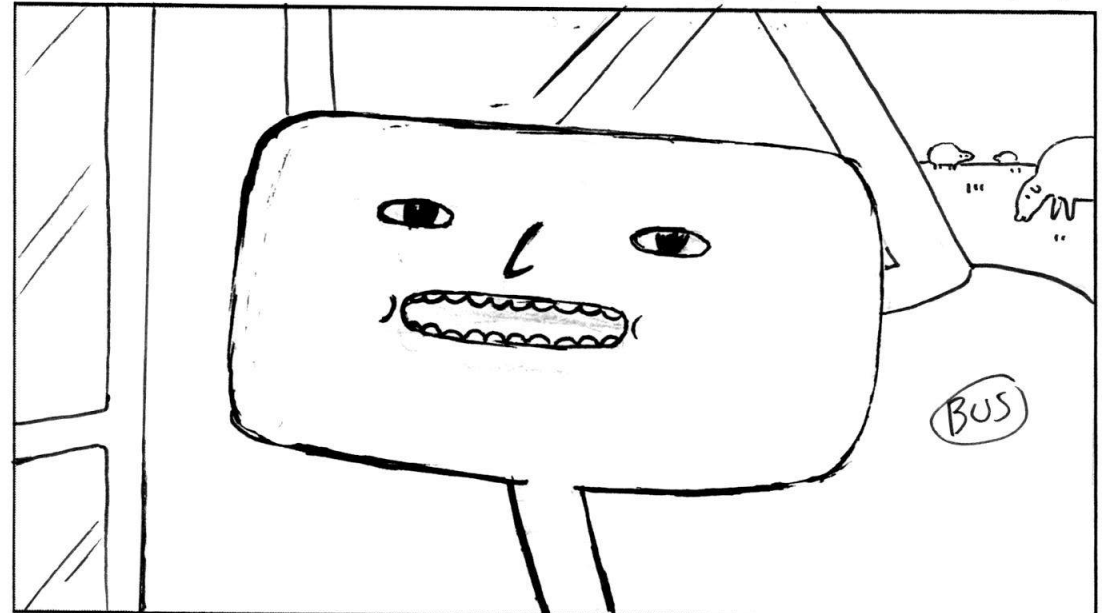


Ho
Cut

Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:	
Ron James: WELL, THIS AIN'T GOING THE WAY WE PLANNED ...	RJ: But fate has decreed that this place ...
Action:	sfx: <cows mooing>
Timing:	



FEB 27 2014

Cut

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Production :

1025/174



ADVENTURE TIME

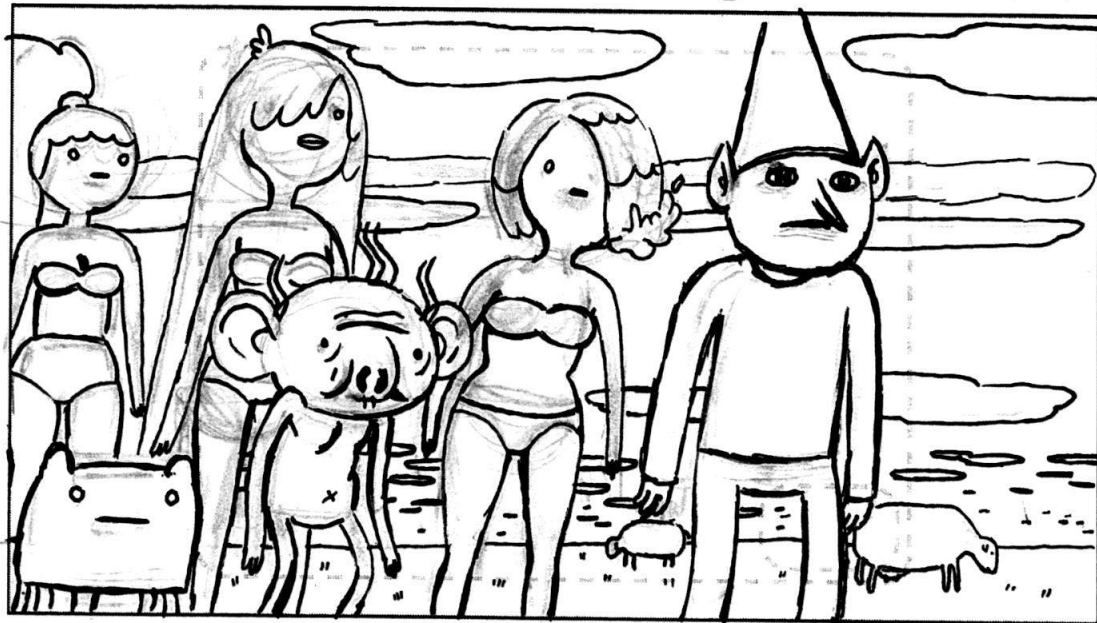
Page 70

Sc. 60

Pnl. A

Bg.

day night

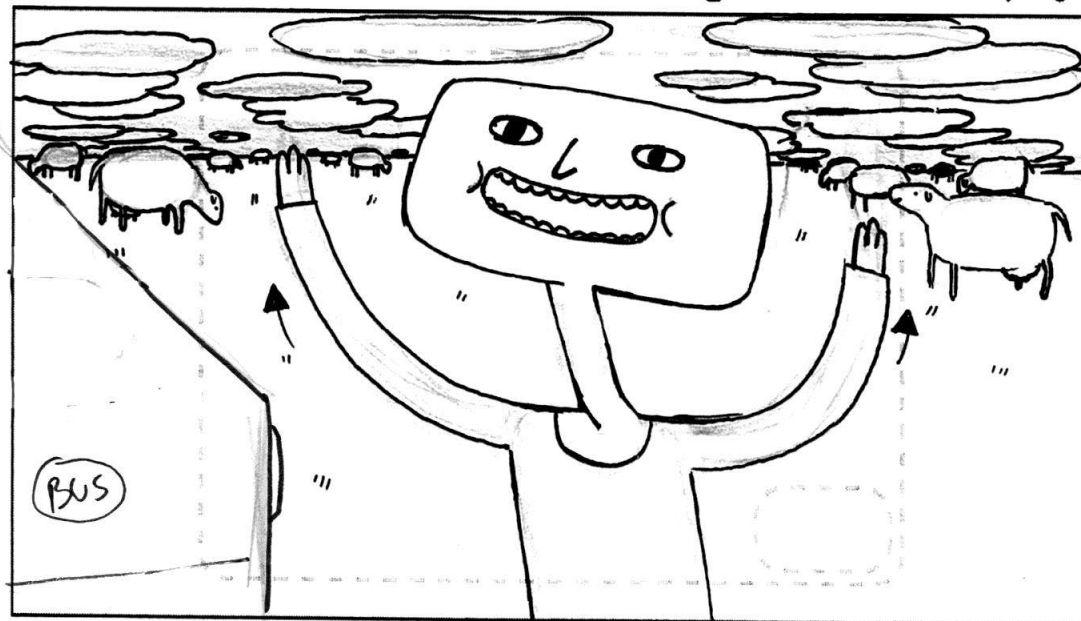


Sc. 61

Pnl. A

Bg.

day night



Dialog: RJ: (O.S.) Is just what we need.

RJ: Draw --



Action:

FEB 27 2014

Timing:

Production :

EPISODE #

1025-174
1025/174

1025/174

1025/174

1025/174

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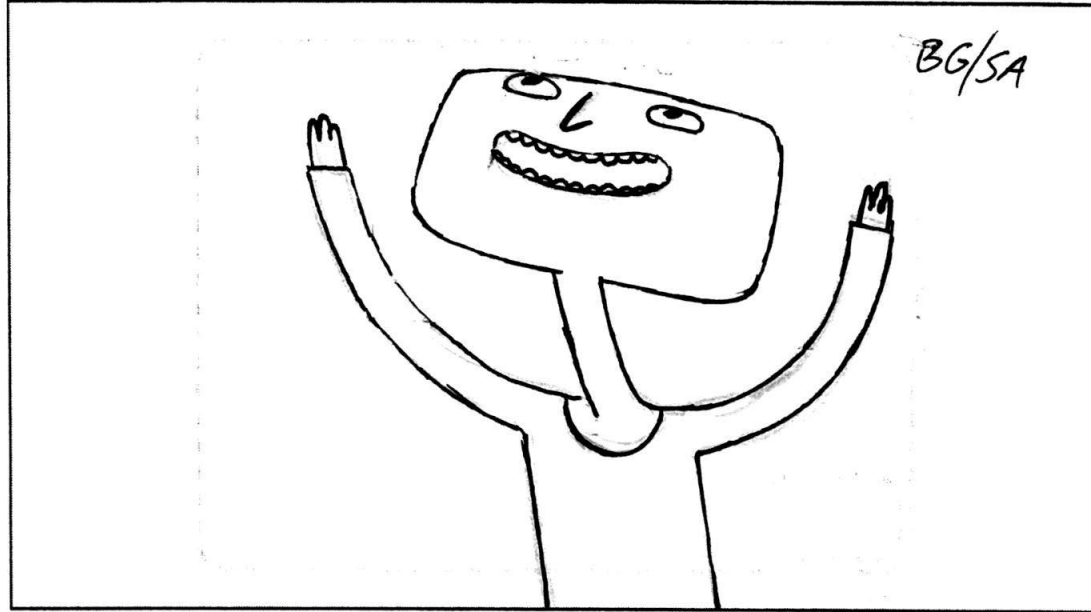
ADVENTURE TIME



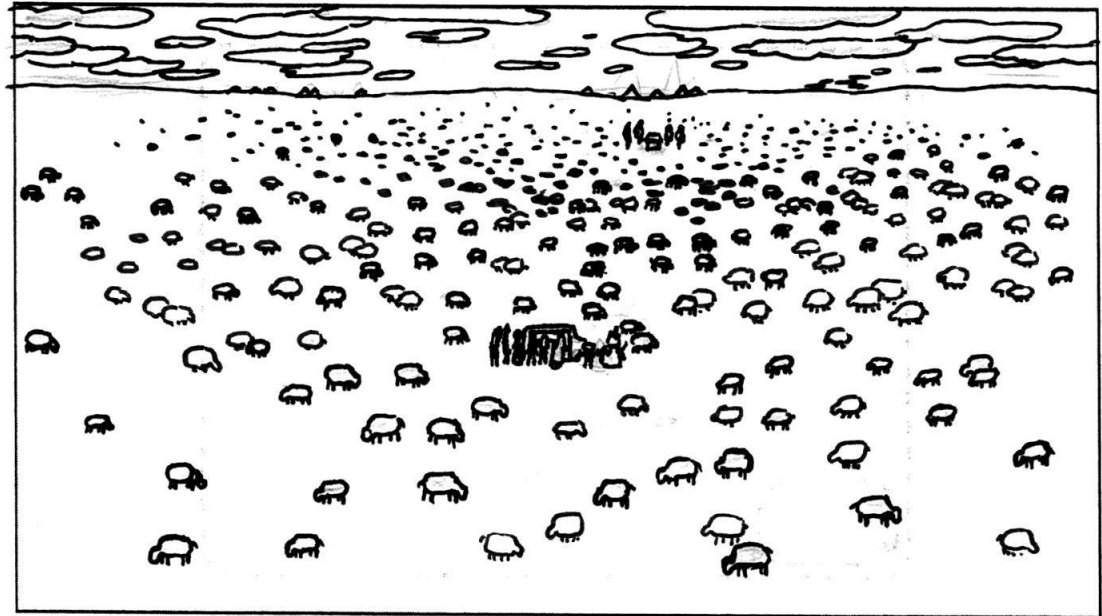
Ho cut

Page 71

Sc. Cel *cont* Pnl. B Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog:

RJ: -- your inspiration --

RJ: -- from this muddy old cow pasture.

Action:

DETAIL
POS (A) →



Timing:

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EPISODE # 1025-171
1025/174

Production :

1025/174

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ADVENTURE TIME

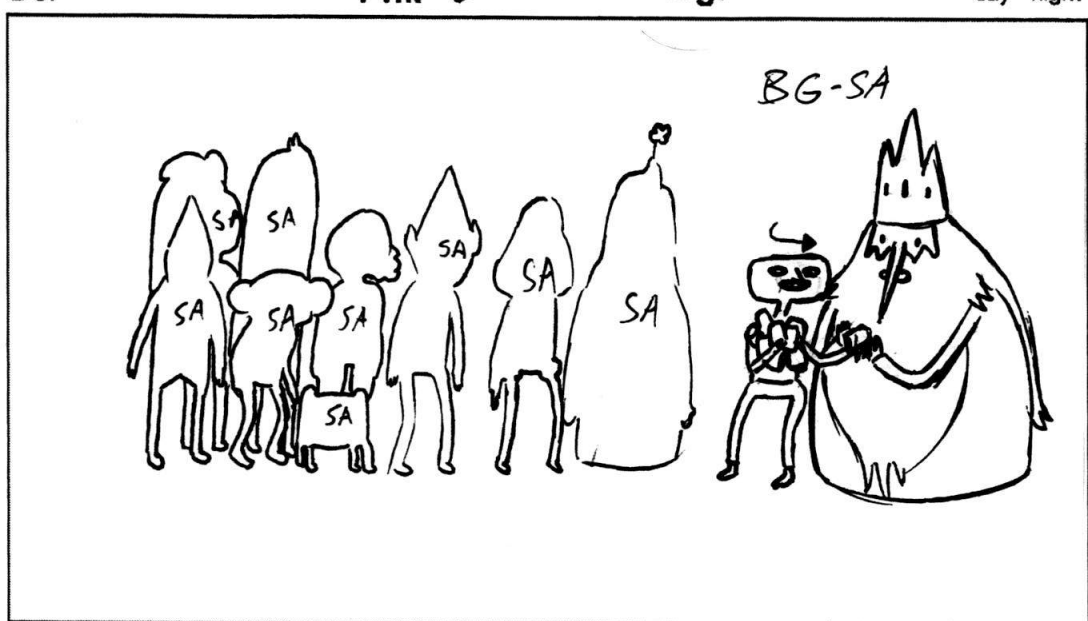


Page 72

Sc. 63 Pnl. A Bg. day night



Sc. 63 cont Pnl. B Bg. day night



Dialog:	<u>RJ</u> : Here Bros...
Action:	-RJ passes out rolls of toilet paper. FEB 27 2014
Timing:	

EPISODE # 1025-171

1025/174

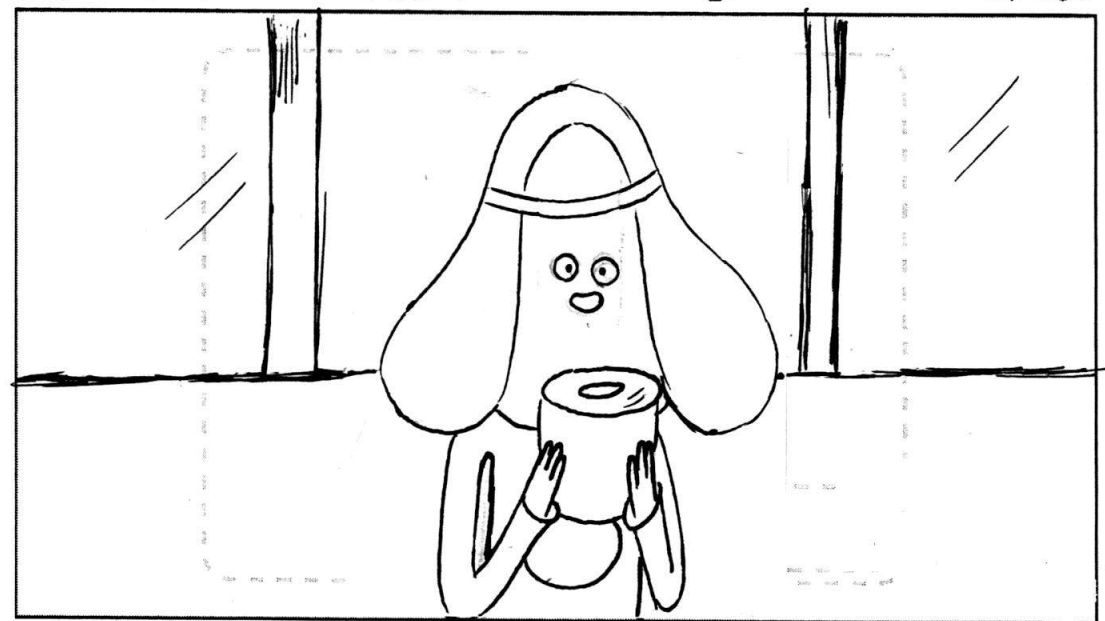
Production :

1025/174

HV cut

Page 15

day night



BOOK OF T.P. AND MAGIC INK...

RJ : WE GOT A FULL STOCK OF
T.P. AND MAGIC INK ...

Timi

~~FEB 27 2014~~

EPISODE # 1025-172

1025/174

Production :

1025/174

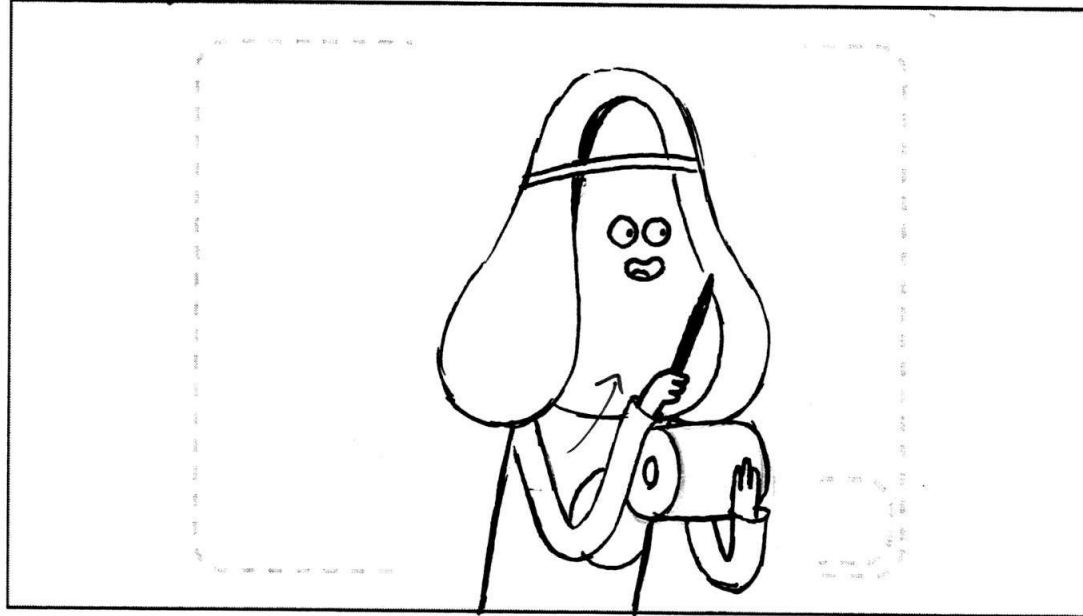
ADVENTURE TIME



Sc. **64 CONT** Pnl. **B**

Bg.

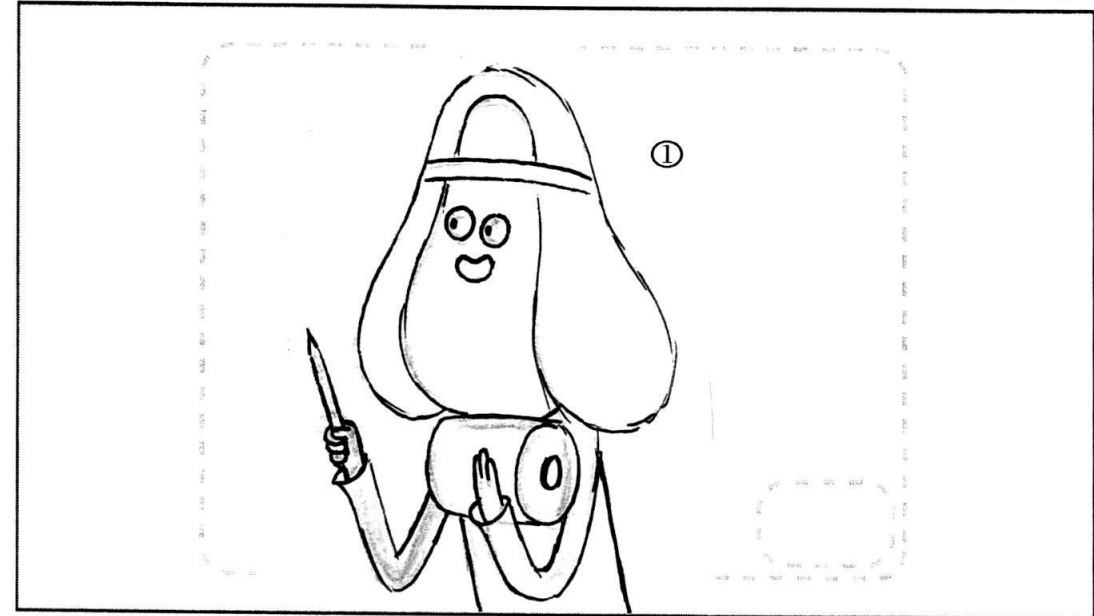
day night



Sc. **64 CONT** Pnl. **C**

Bg.

day night



Dialog:

A: LET'S ALL write down arcane, cryptic words in unexpected new--

Action:

- ABD Reaches down.

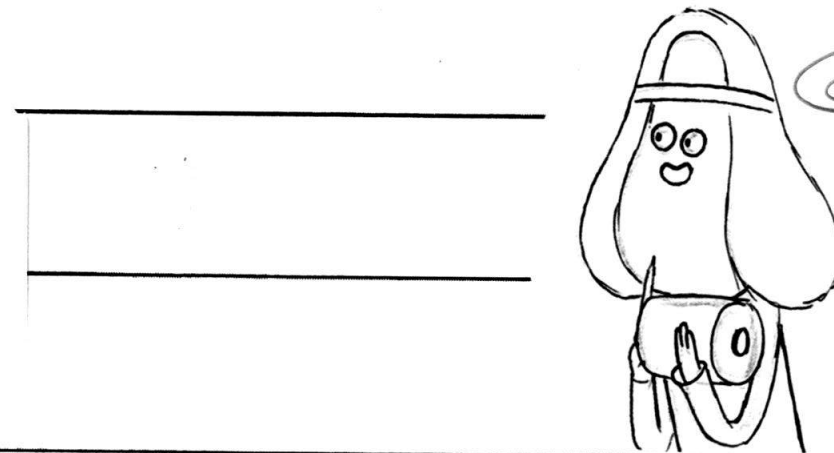
Timing:



A:

combinations and patterns...

FEB 27 2014



Production :

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Ho
Cut

Page **74**

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Ho
Cut

ADVENTURE TIME



Ho
Cut

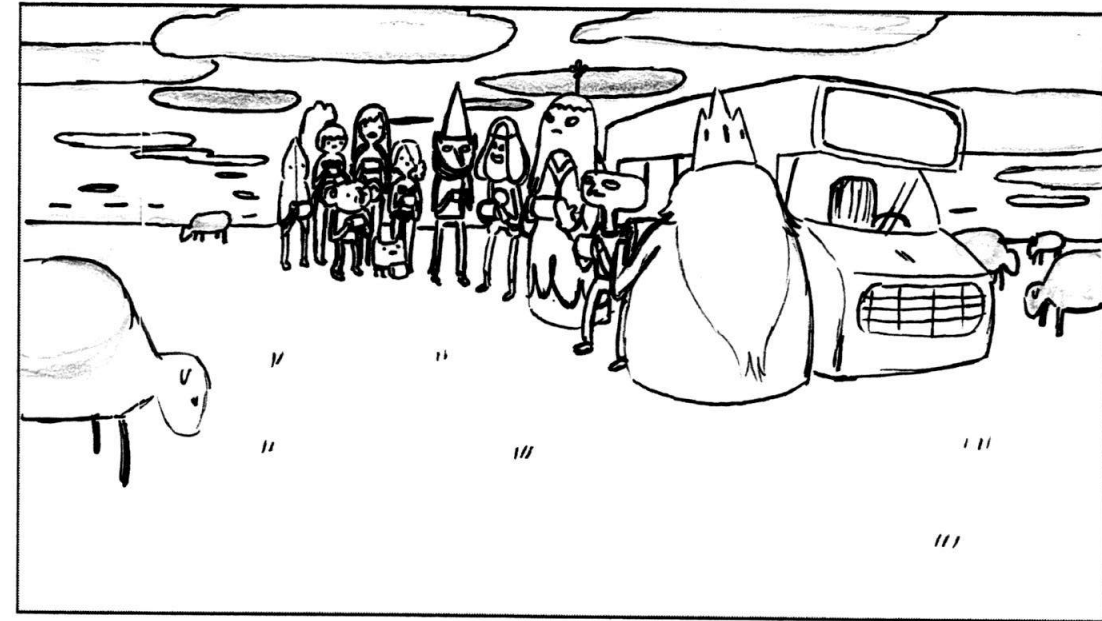
NO
SC
67

Sc. **65**

Pnl. **A**

Bg.

day night

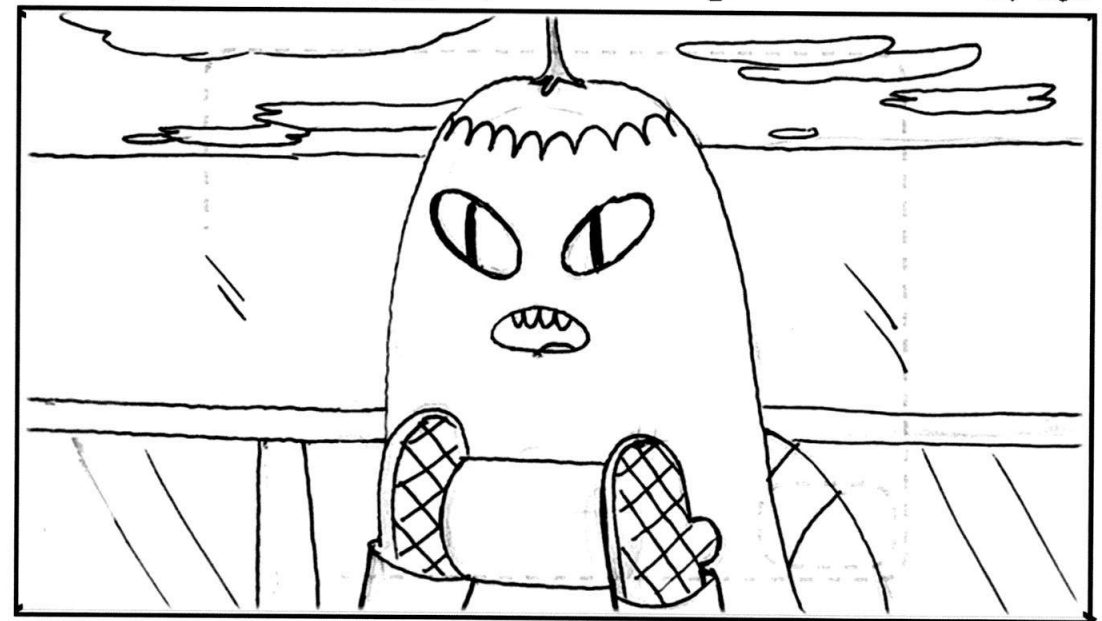


Sc. **66**

Pnl. **A**

Bg.

Page **75**
day night



Dialog:	<p><u>A:</u> Maybe the nymphs can dance on top of the bus. TO BE LIKE, OUR MUSES...</p>	<p>MLG: Inspire us Water Nymphs!</p>
Action:		
Timing:		

FEB 27 2014

Cut

EPISODE # 1025-174

1025/174

Production :

1025

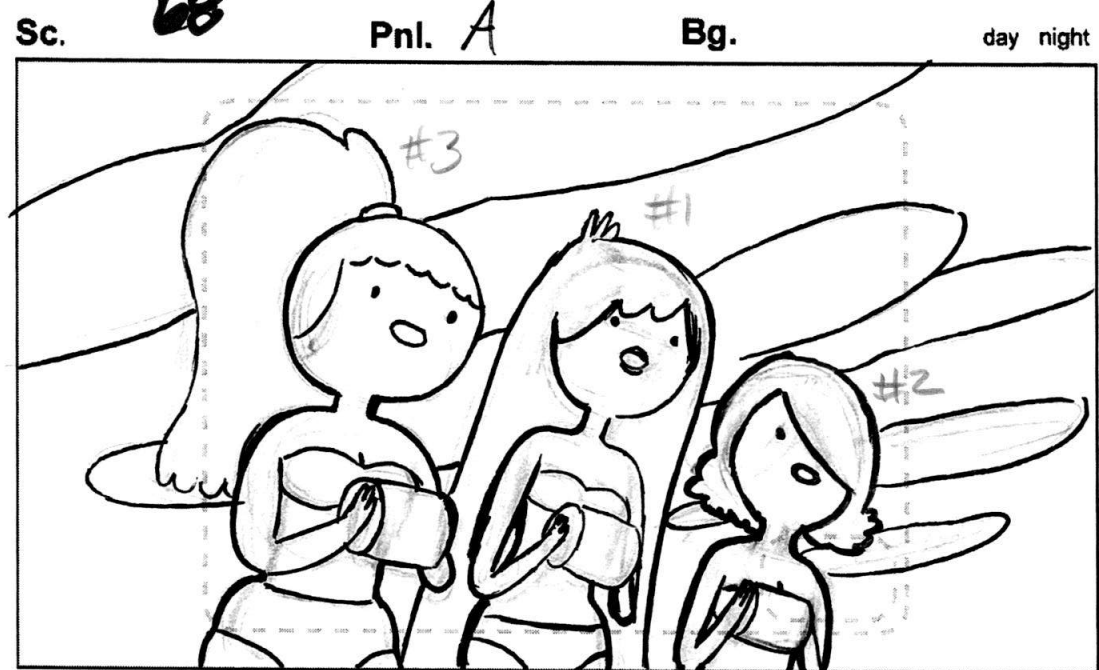
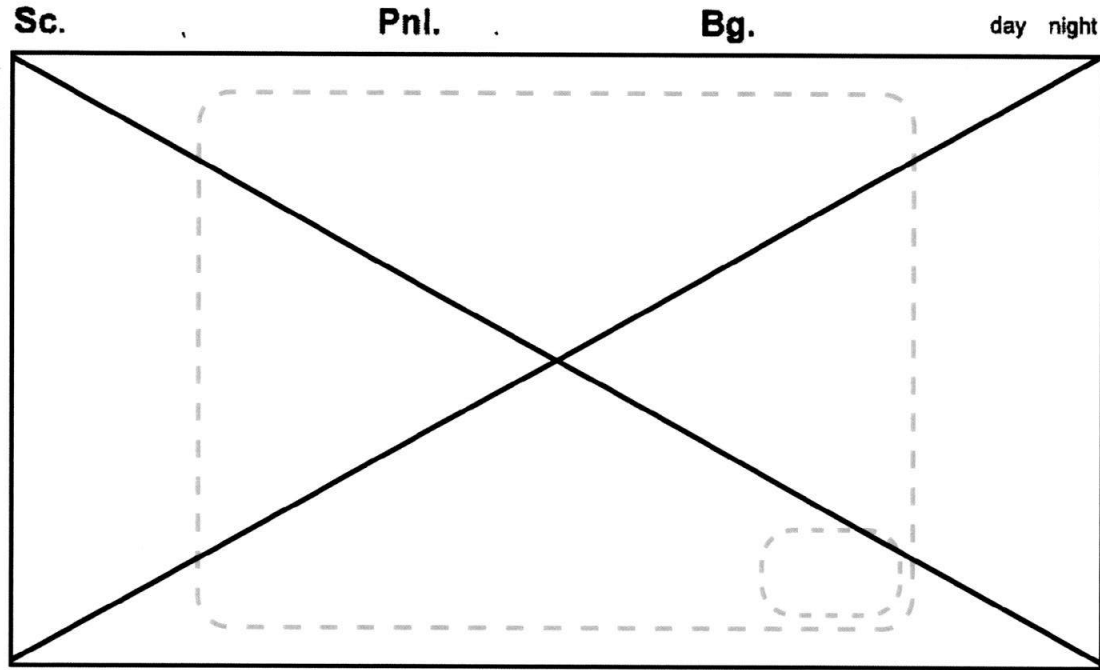
ADVENTURE TIME



Cut
68

Page 76

Cut



Dialog:

W. Nymphs:

We don't want to ...
We'd rather write.

Action:

Timing:

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Production :

1025/174

1025/174

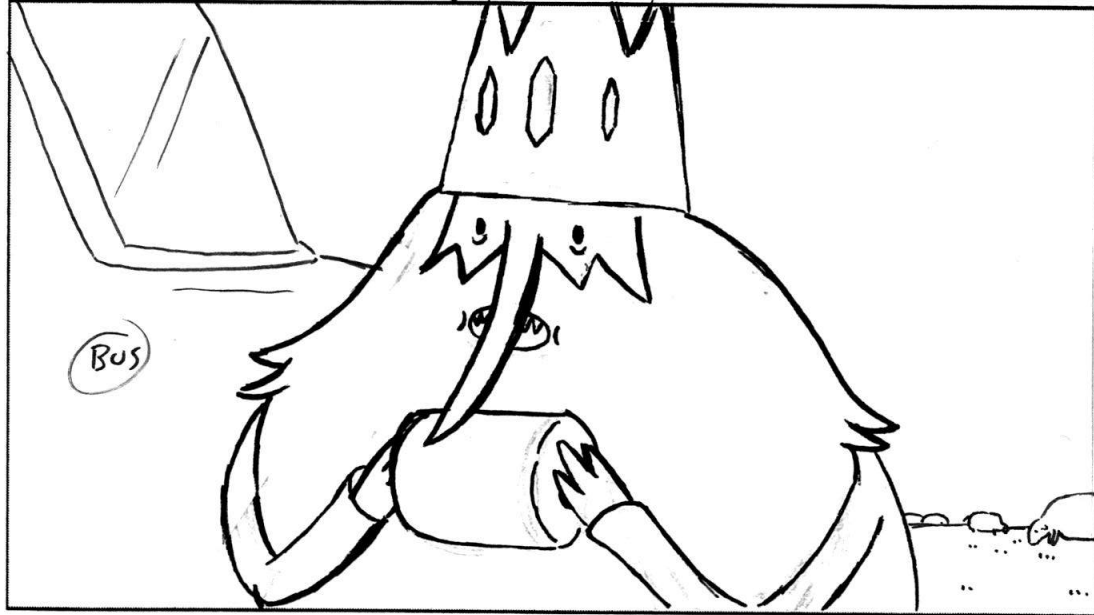
Cut

ADVENTURE TIME



Page 77

Sc. 69 Pnl. A Bg. day night



Sc. 69 cont Pnl. B Bg. day night



Dialog:

IK: I'll dance if dancing is needed!

Action:

- IK THROWS UP ARMS

Timing:

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EPISODE # 1025-171

Production :

1025/174

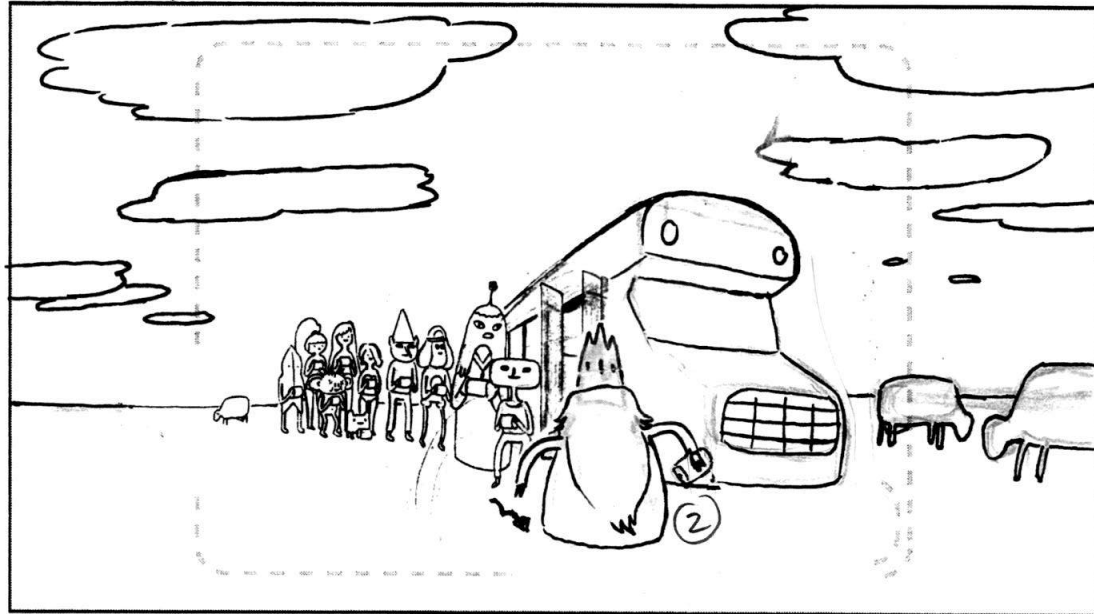
1025/174

ADVENTURE TIME

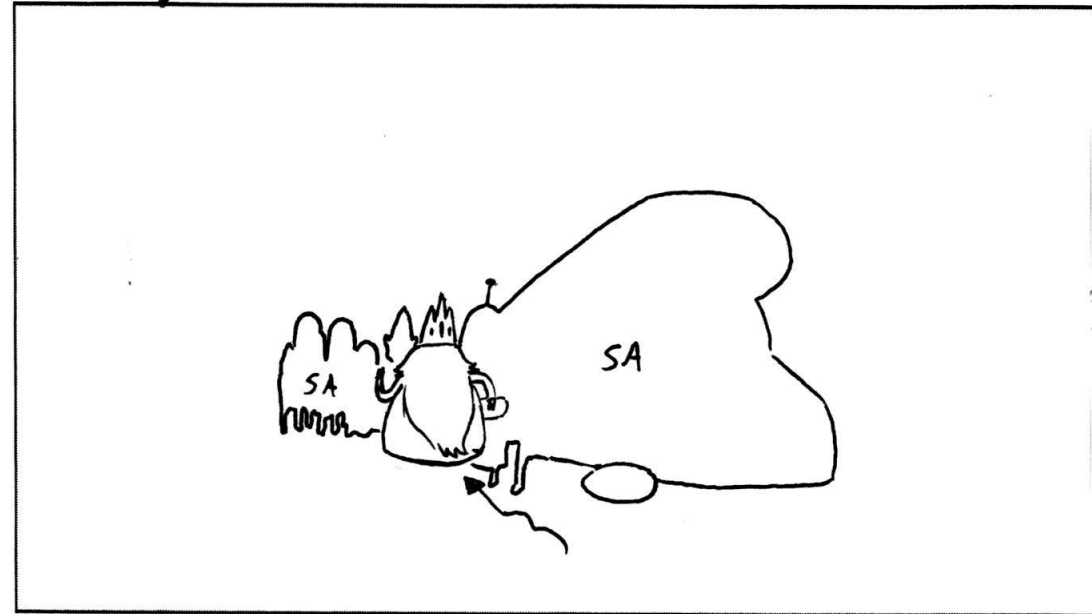


Page 78

Sc. 70 Pnl. A Bg. day night



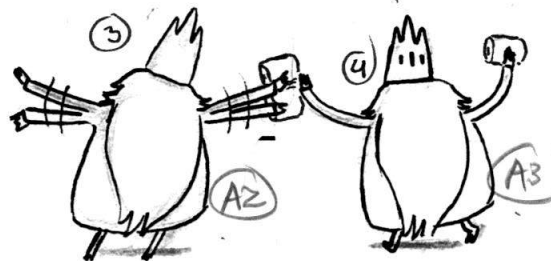
Sc. 70 cont Pnl. B Bg. day night



Dialog:

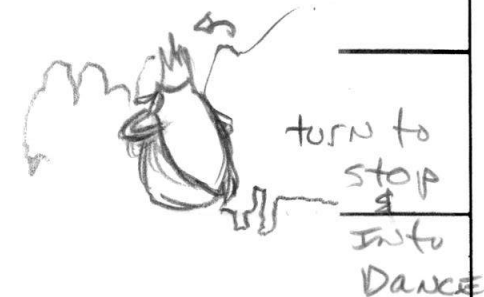
Action: IK steps back.
IK dancing.

Timing:



IK: ♪ Doo-Doo - Doo ♪

FEB 27 2014
(B1)



Production :

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1025/174

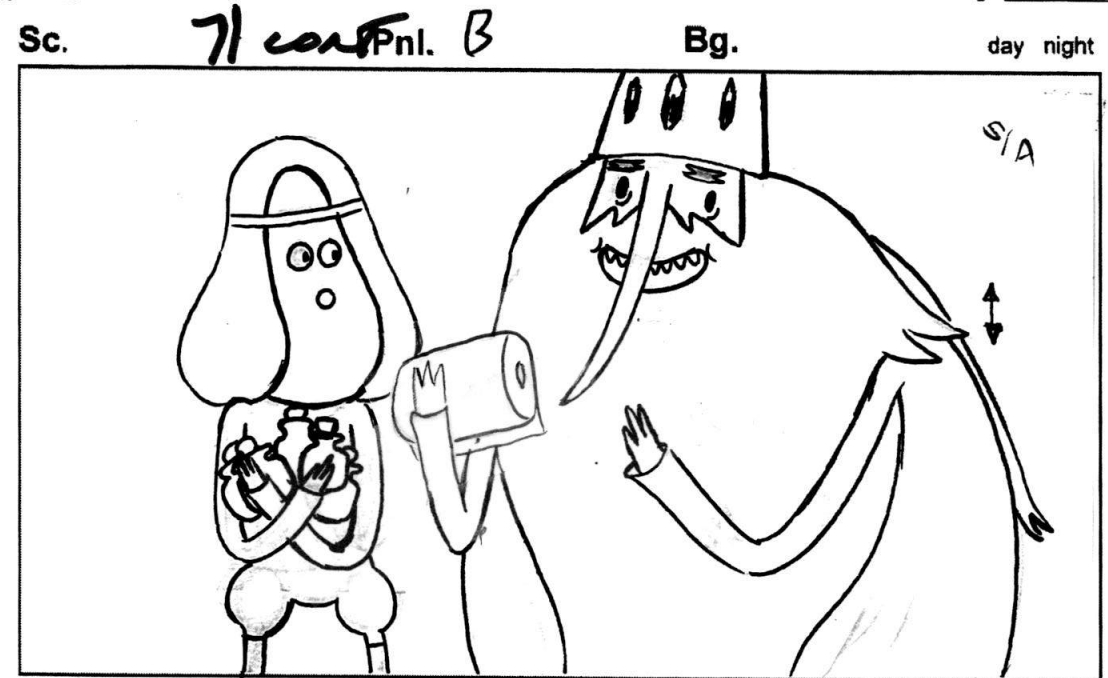
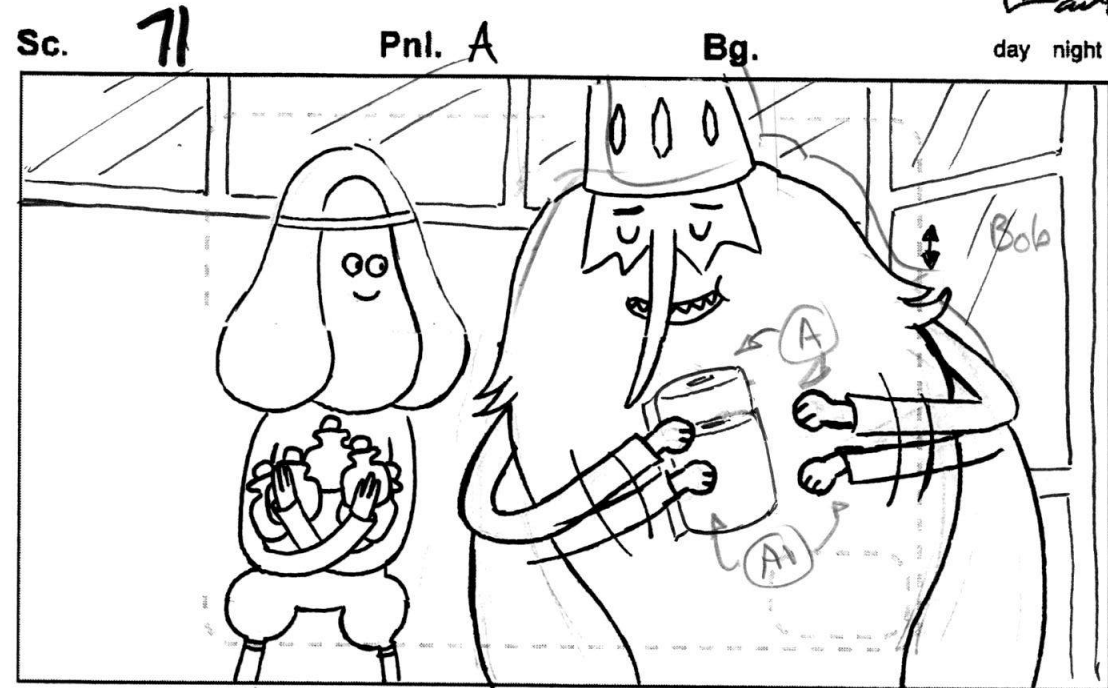
1025/174

1025/174

ADVENTURE TIME



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Dialog:

Ik: ♪ Yah Yah ♪

Action:

Ik dancing.

Timing:

FEB 27 2011

EPISODE #

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Production :

1025/174

1025/174

1025/174

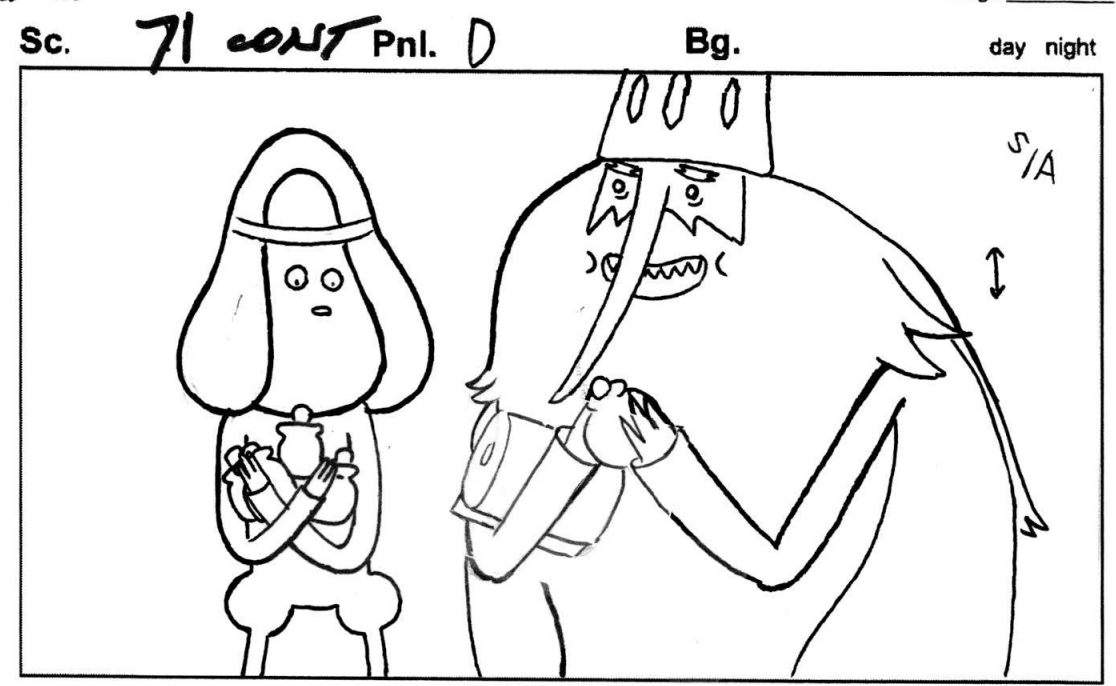
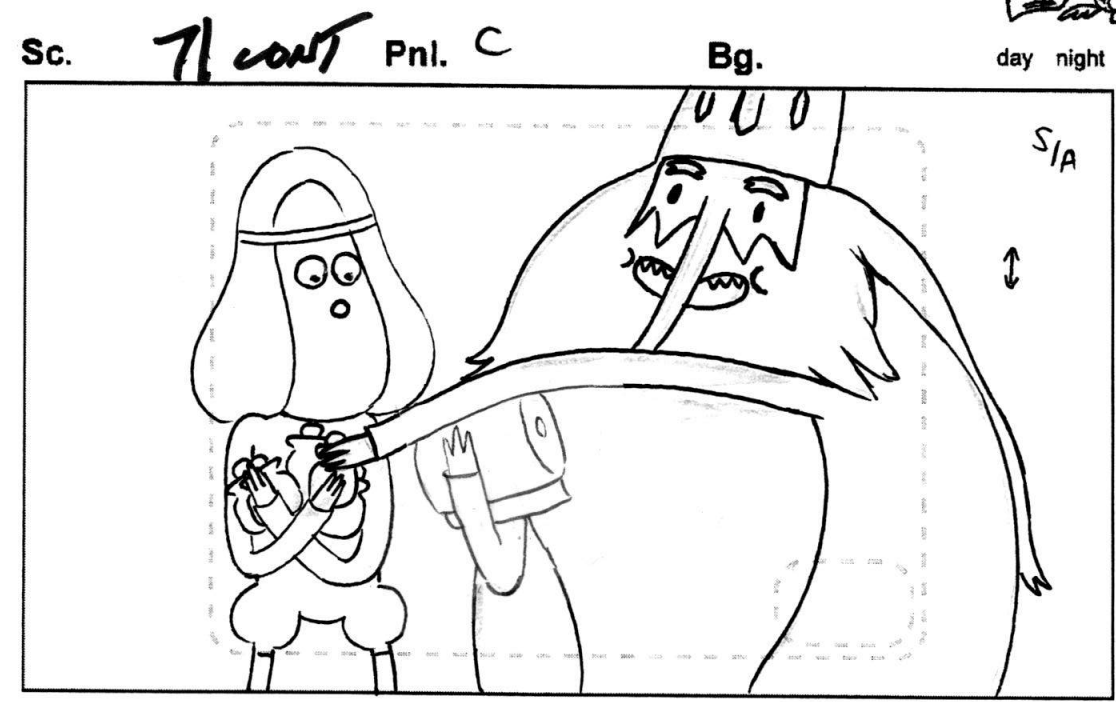
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ADVENTURE TIME



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Ho Cut



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EPISODE #

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Dialog:	<p><u>Ik</u>: ♪ Dodo-hwah! ♪</p>
Action:	<p>- IK dancing GRABS MAGIC INK BOTTLE from ABD</p>
Timing:	<p>FEB 27 2014</p>

Production :

1025/174

40
Cut

ADVENTURE TIME



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Sc. 72 Pnl. A Bg. day night



Sc. 72 cont Pnl. B Bg. day night

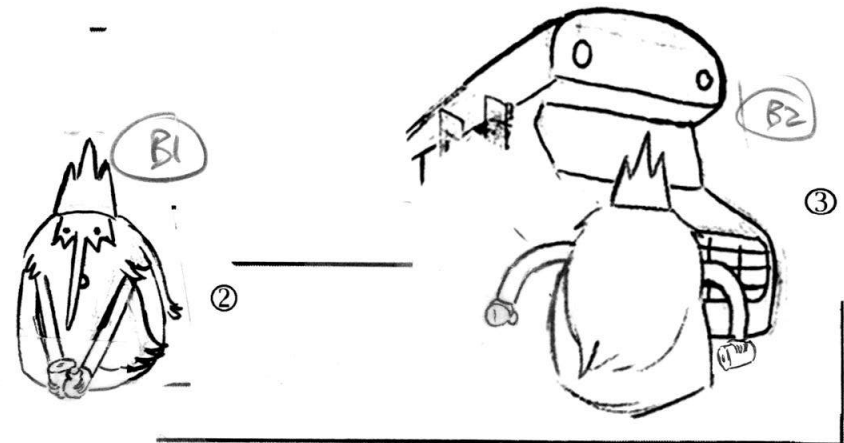


Dialog:

Action:

Ik dances.

Timing:



FEB 27 2014

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EPISODE #

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Production :

1025/174

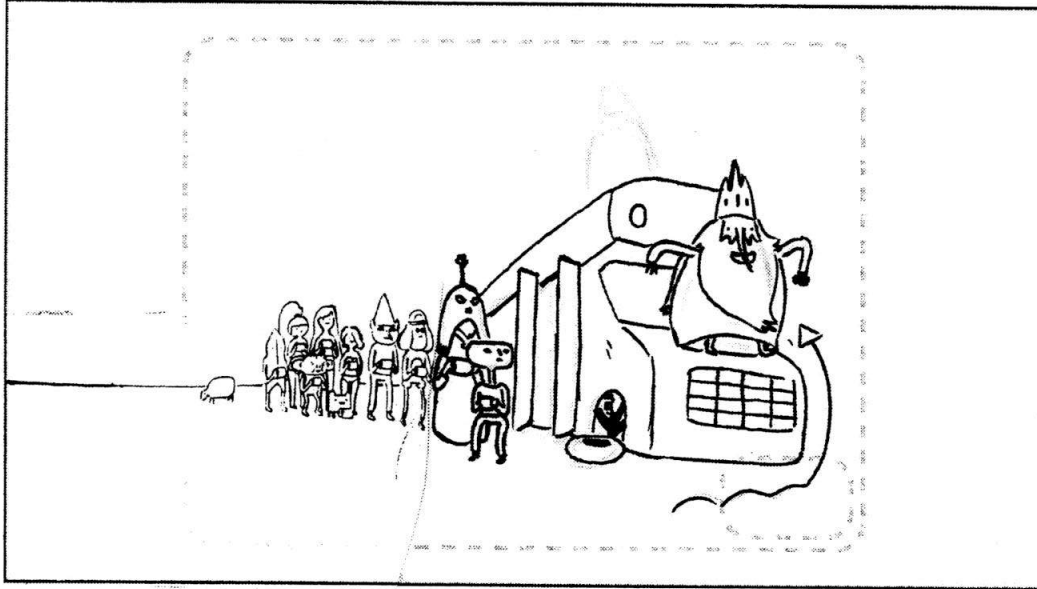
ADVENTURE TIME



Sc. *72 cont* Pnl. C

Bg.

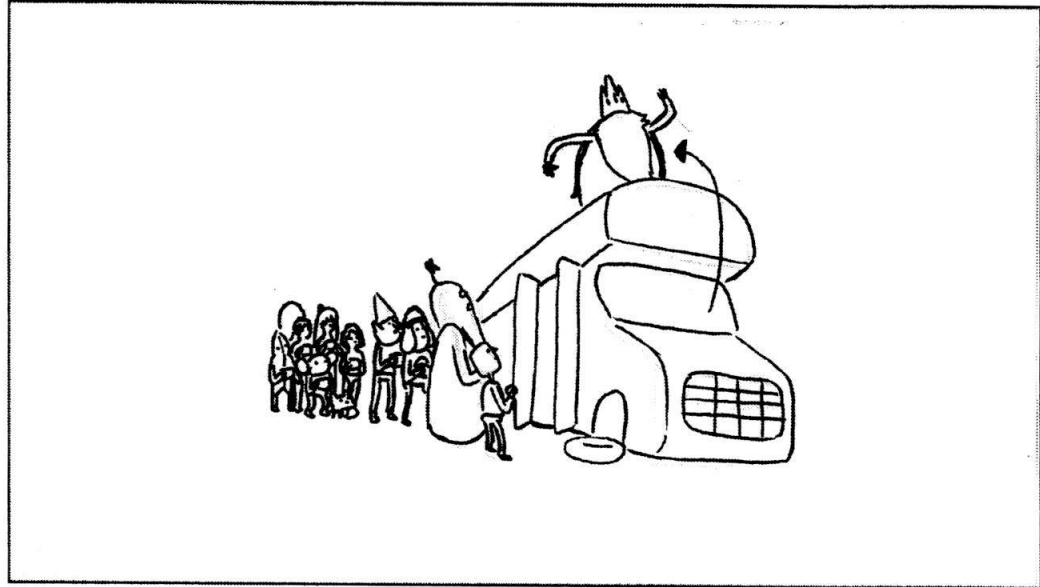
day night



Sc. *72 cont* Pnl. D

Bg.

day night



EPISODE # 1025-174

1025/174

Production :

Dialog:



Action:

Ik hops onto hood and dances.

Ik hops onto roof

Timing:

FEB 27 2014

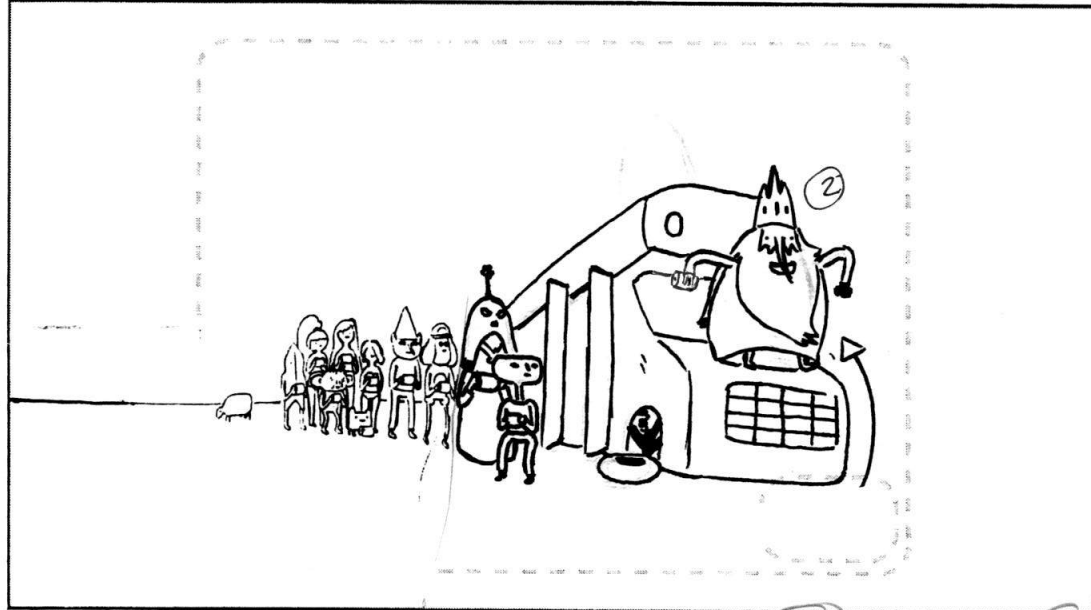
ADVENTURE TIME



Sc. 72 *cont* Pnl. C

Bg.

day night



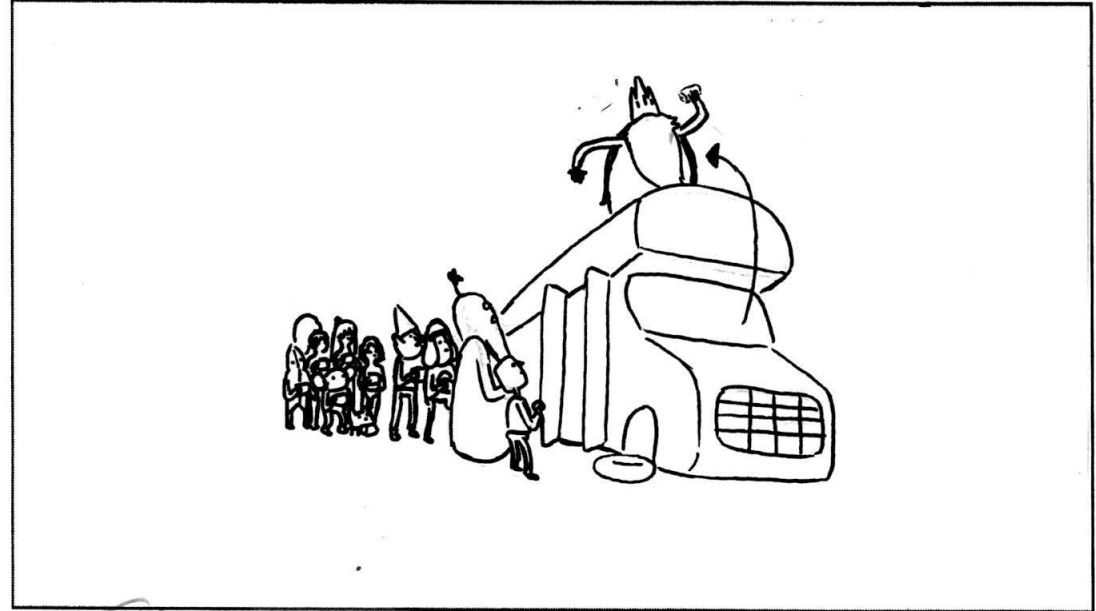
C5

C6

Sc. 72 *cont* Pnl. D

Bg.

day night



C7

Dialog:



Action:

IK hops onto roof

IK hops onto hood and dances.

Timina:



D1

FEB 27



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ADVENTURE TIME



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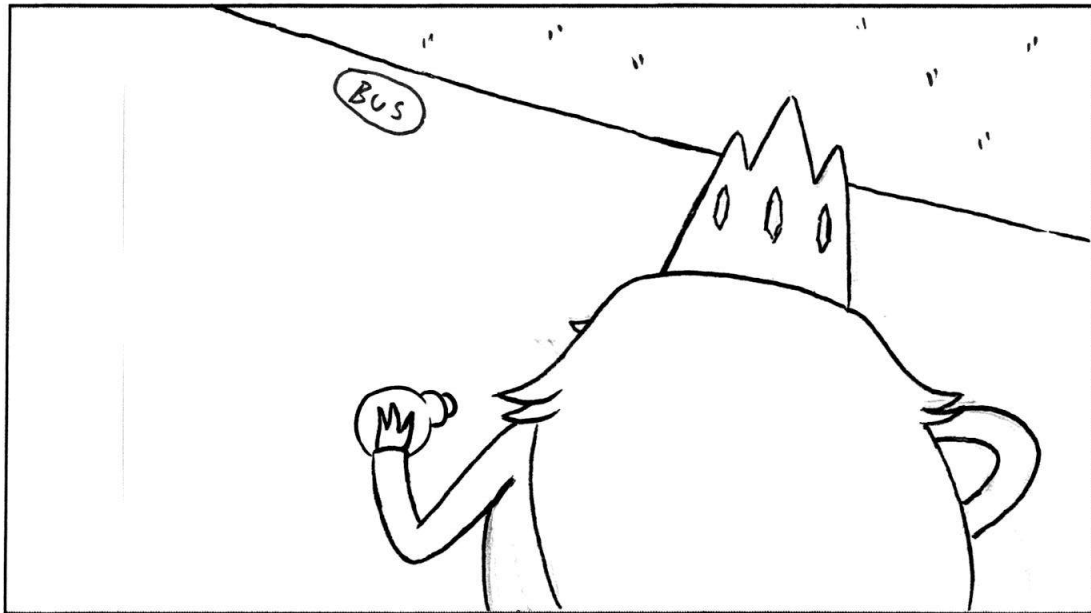
Sc.

73

Pnl. A

Bg.

day night

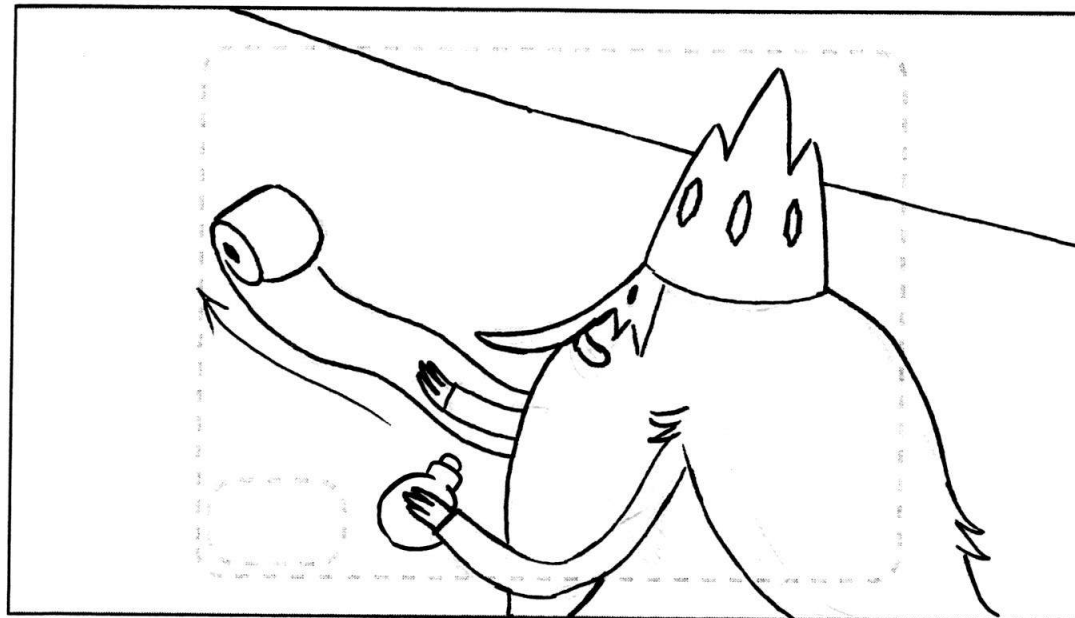


Sc.

73 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

- IK UNFURLS TP ON TOP OF BUS.

FEB 27 2014

Timing:

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Production :

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1025/174

ADVENTURE TIME



Hu
Cut

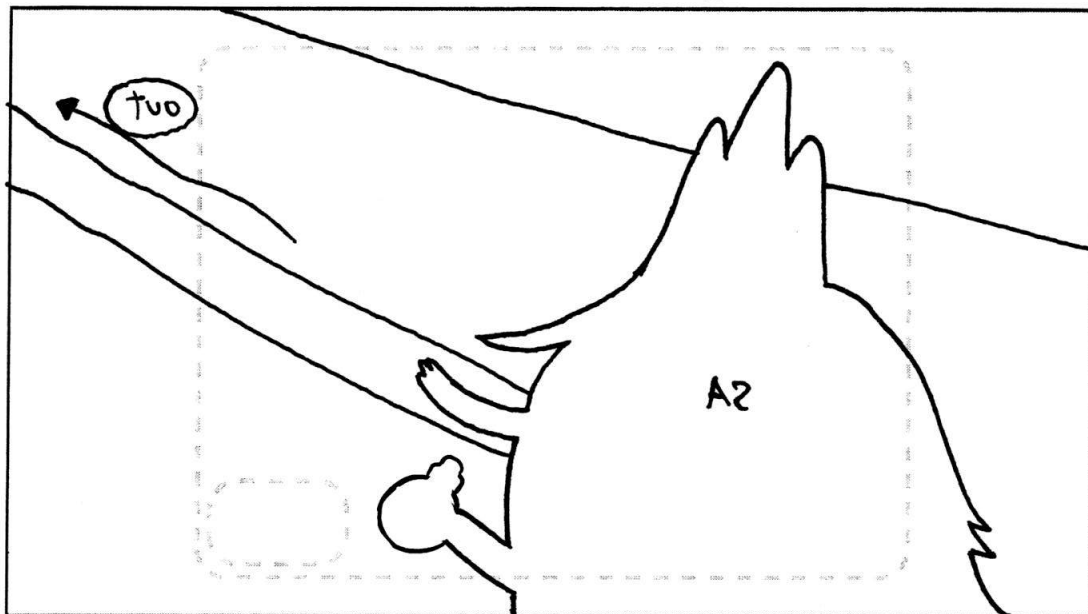
Page 84

Hu
Cut

Sc. 73 CONT Pnl. C

Bg.

day night

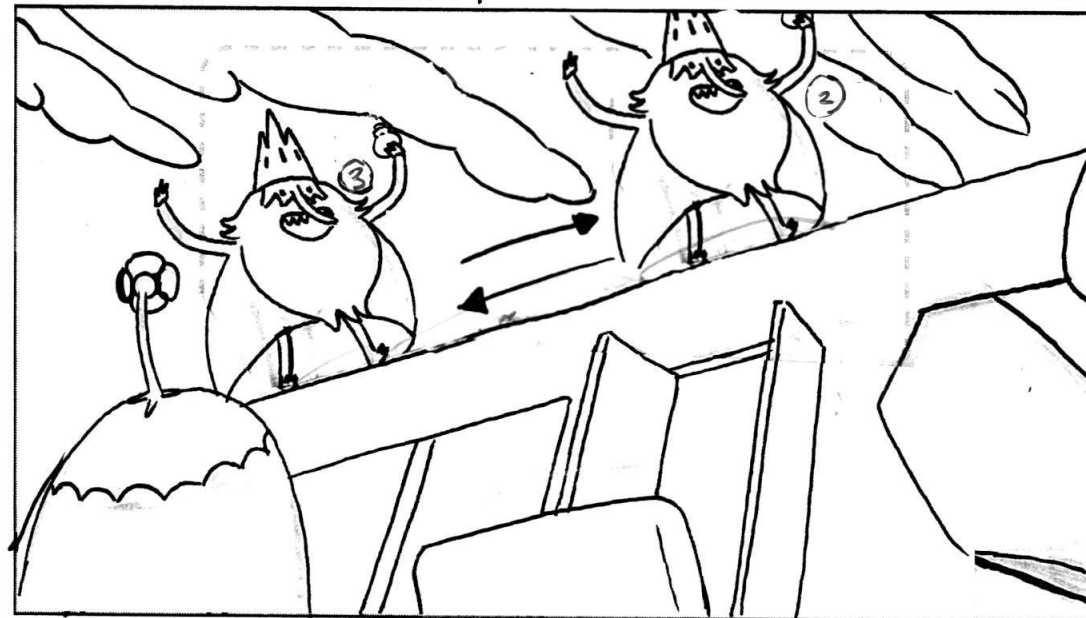


Sc. 74

Pnl. A

Bg.

day night



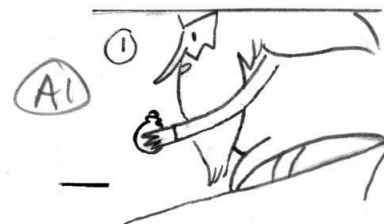
Dialog:

Action:

- TP ROLLS OFF/S.

Timing:

- CYCLE ②, ③, ②, ③



FEB 27 2014

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EPISODE #

Production :

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1025/174

HW
cut

ADVENTURE TIME

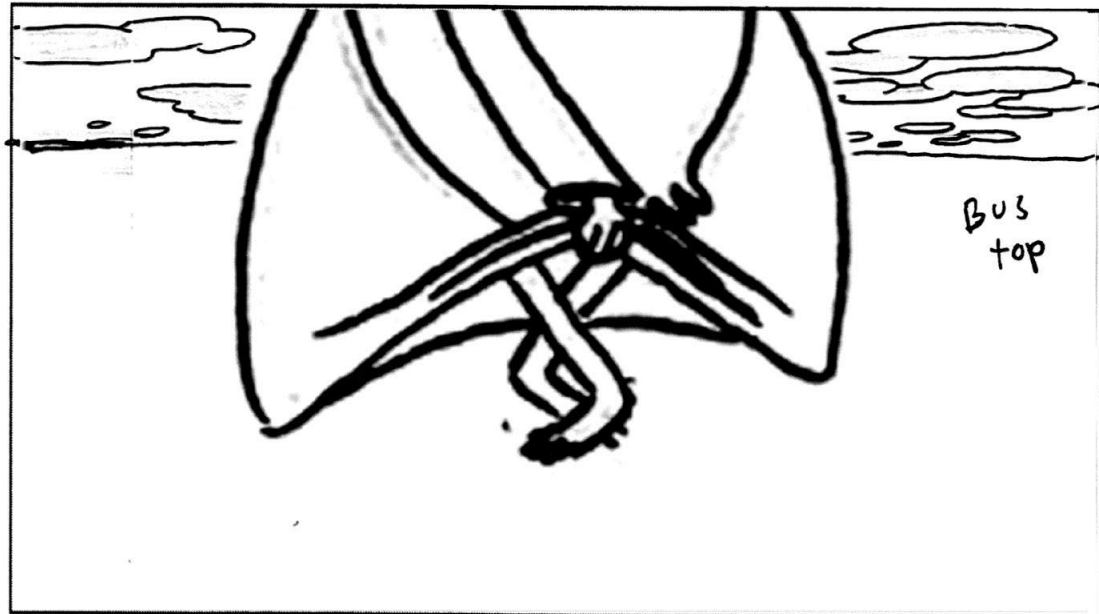


Sc. 74^A

Pnl. A

Bg.

day night

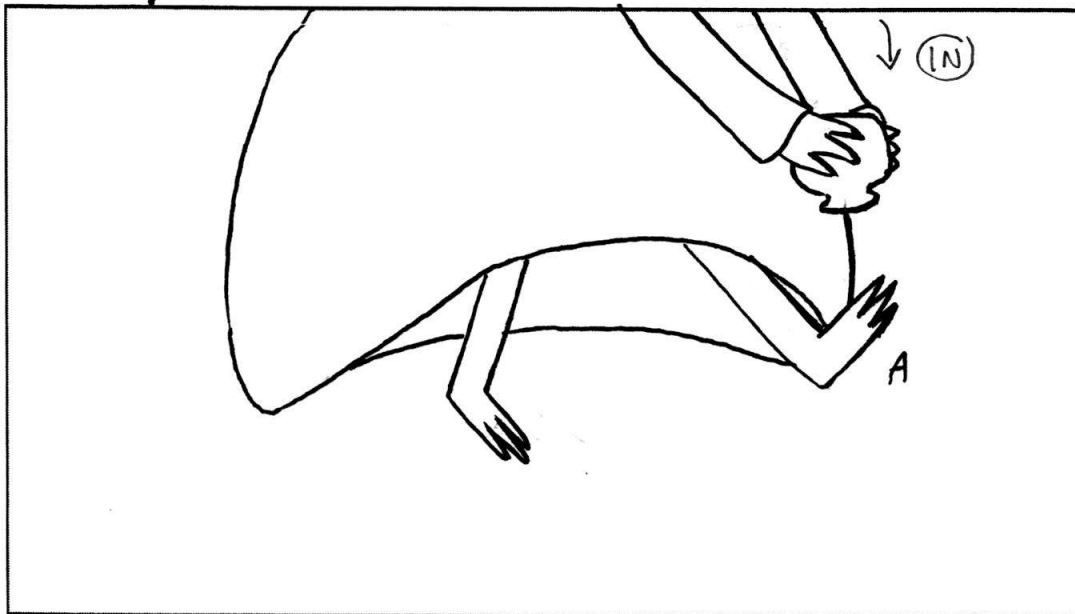


Sc.

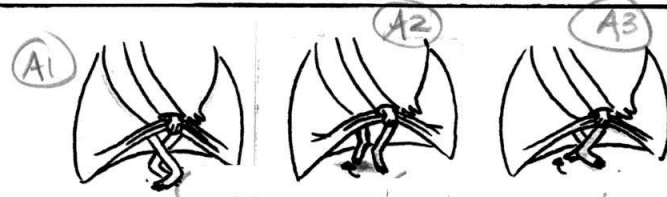
74^A cont Pnl. B

Bg.

day night



Dialog:



Ik: Dance - dance -
Dancing - dance -
writing

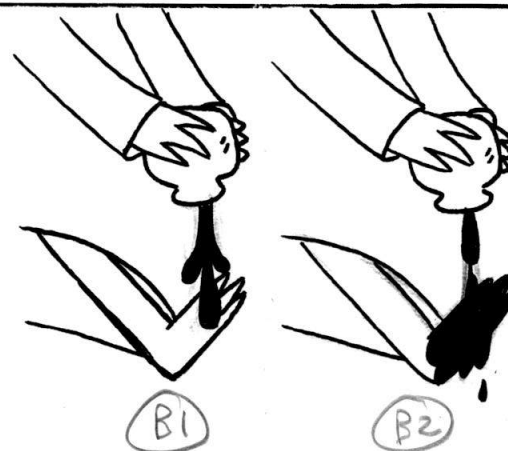
Action:



- Sam rockwell's
leg dance/move
seen... in Ironman 2
and winning season

IK covering feet
in magical sparkling
ink.

Timing:



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Production :

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ADVENTURE TIME

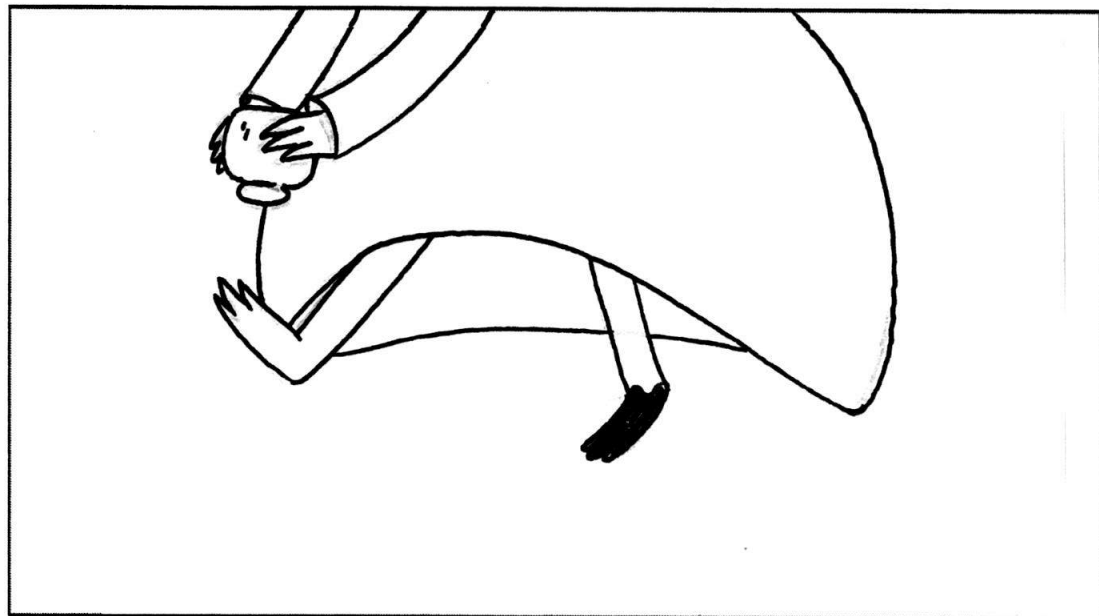


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Sc. 74 A CONT Pnl. C

Bg.

day night

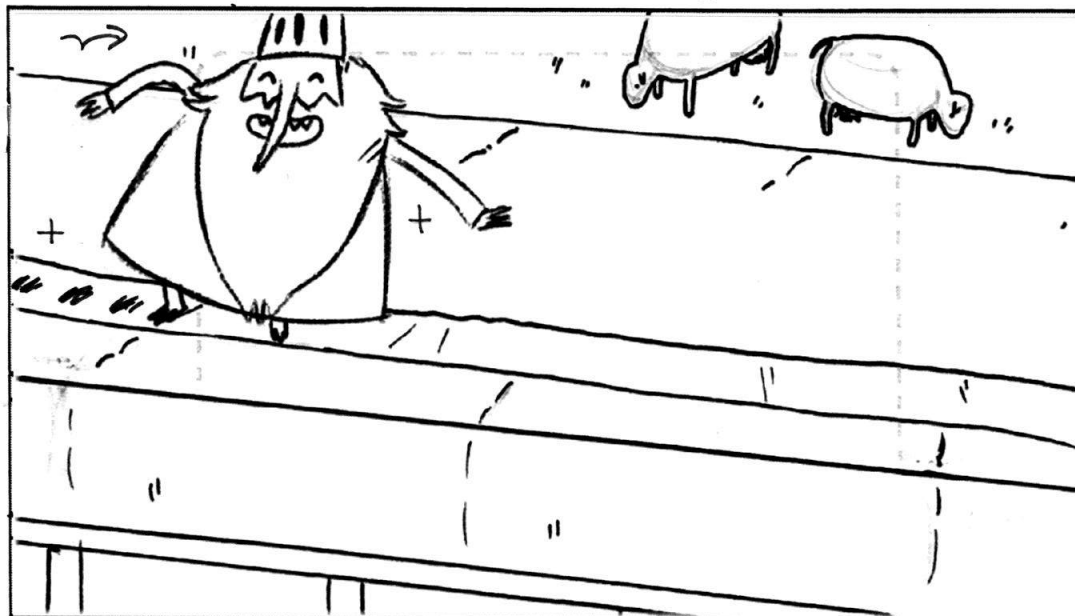


Sc. 75

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



IK: I'm dance-dance-dance



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Production :

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ADVENTURE TIME

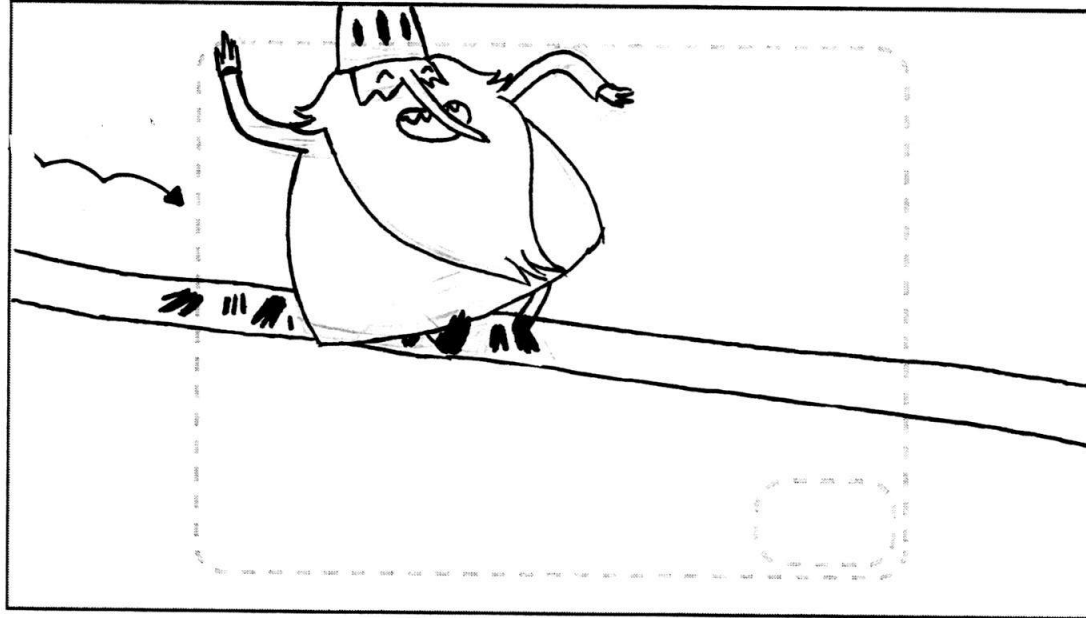


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Sc. 75 CONT Pnl. B

Bg.

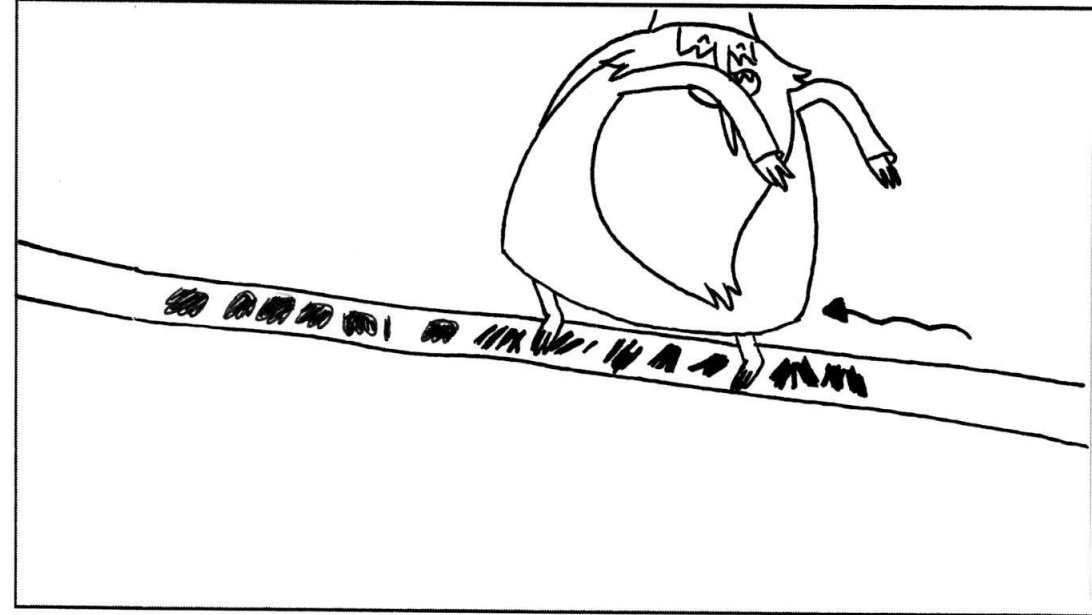
day night



Sc. 75 CONT Pnl. C

Bg.

day night



Dialog: IK: dancing.

Action:

Timing:



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Production :

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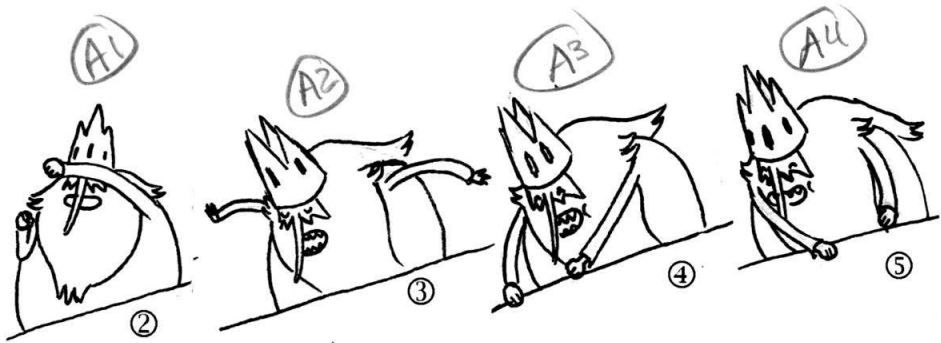
1025-174

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SC. 76

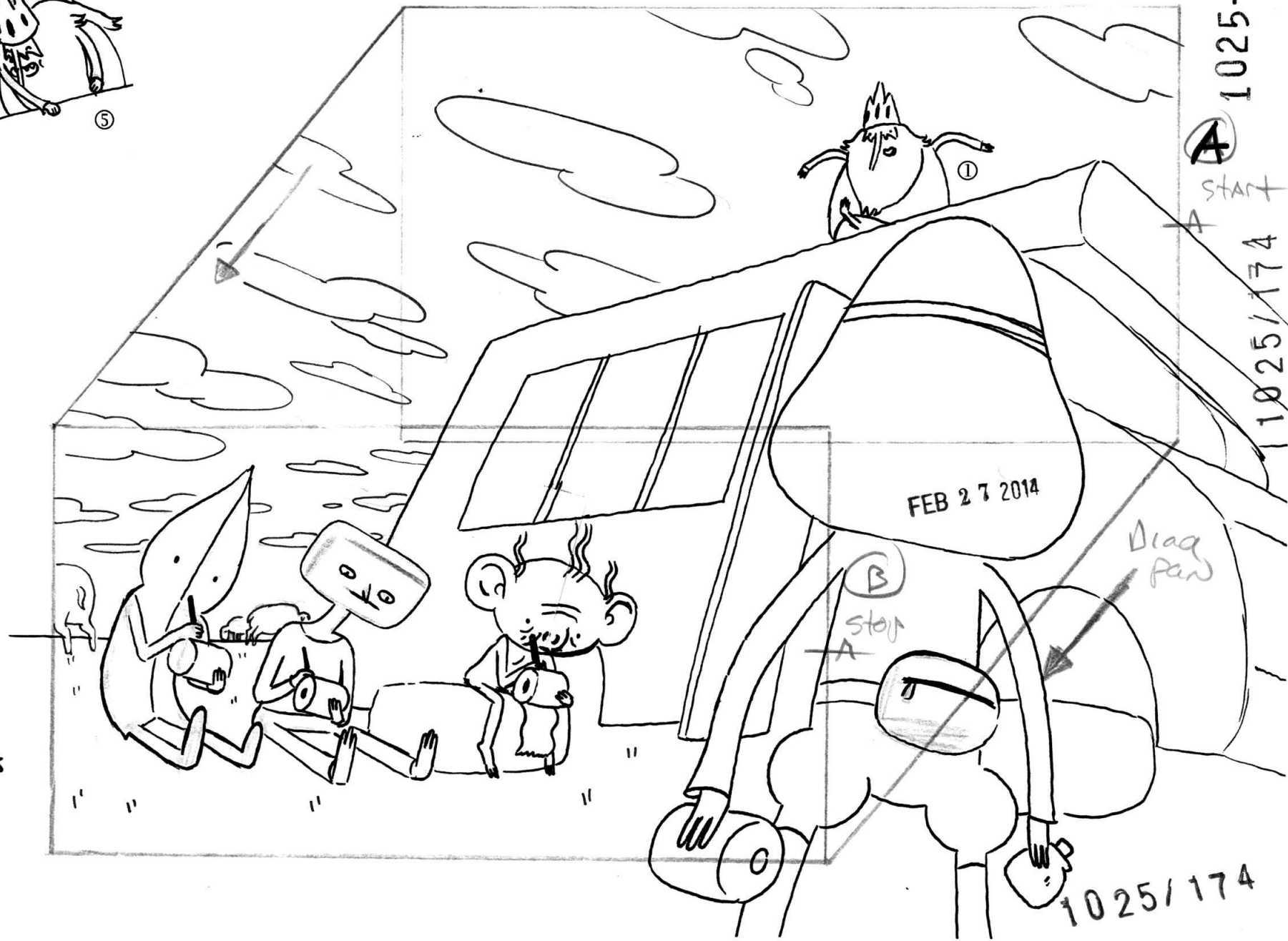
1025-172



1025/174

IK: top of the bus window, door

- PAN DOWN TO WIZARDS SITTING ON GROUND, WRITING



A

start

1025/174

FEB 27 2014

B

stop

A

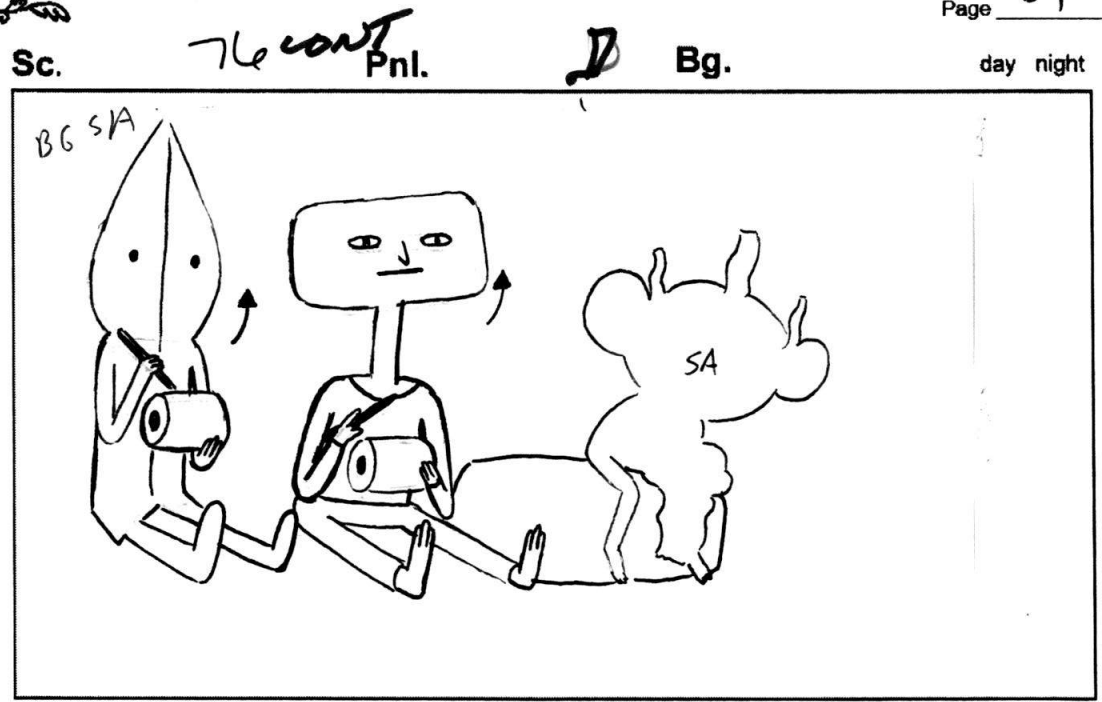
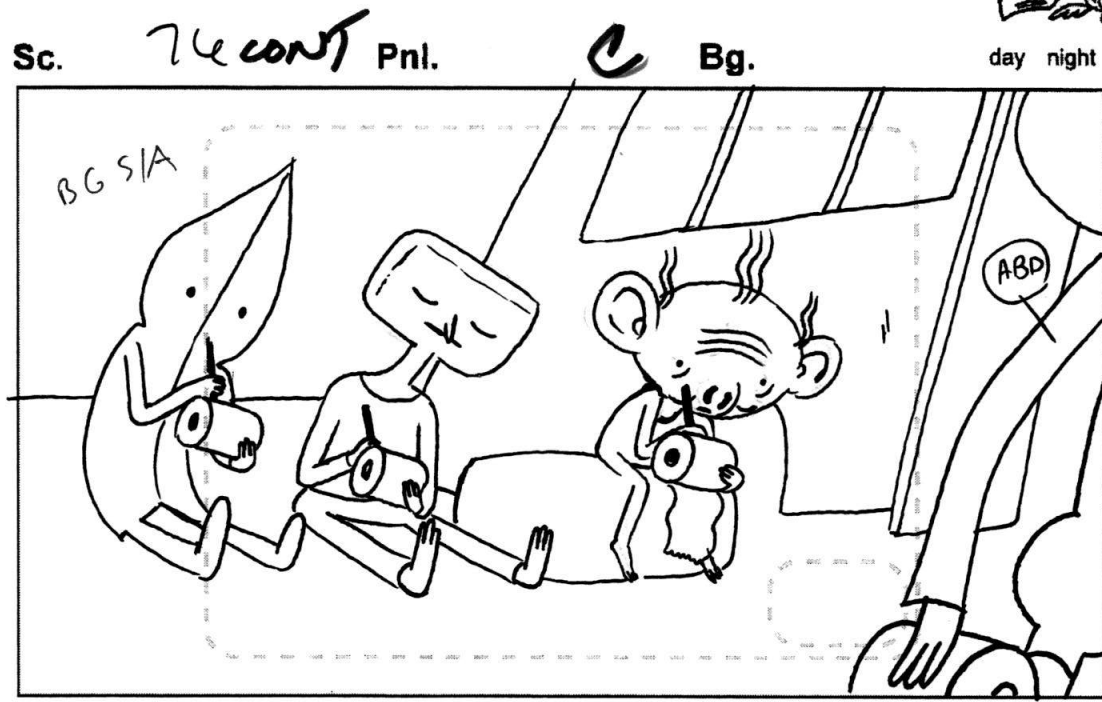
diag pan

1025/174

1025/174

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ADVENTURE TIME



cut

Dialog: Little Dude: CHECK IT OUT, YALL --

Action: WRITING POSES

(C1) (C2) (C3) (C4)

- LW + RJ LOOK UP

Timing:

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Production :

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1025/174

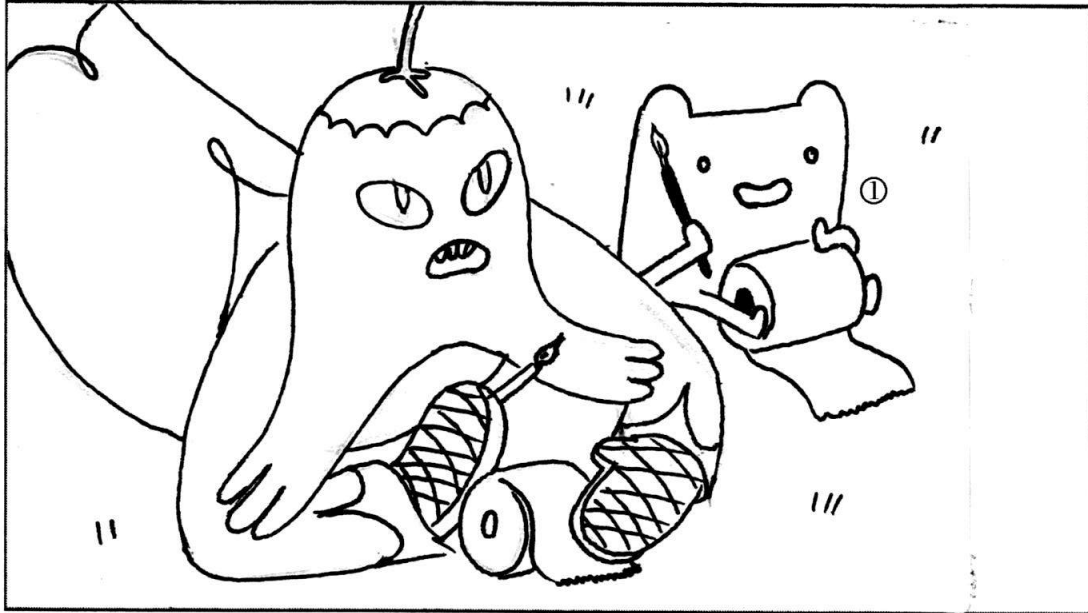
Cut

ADVENTURE TIME

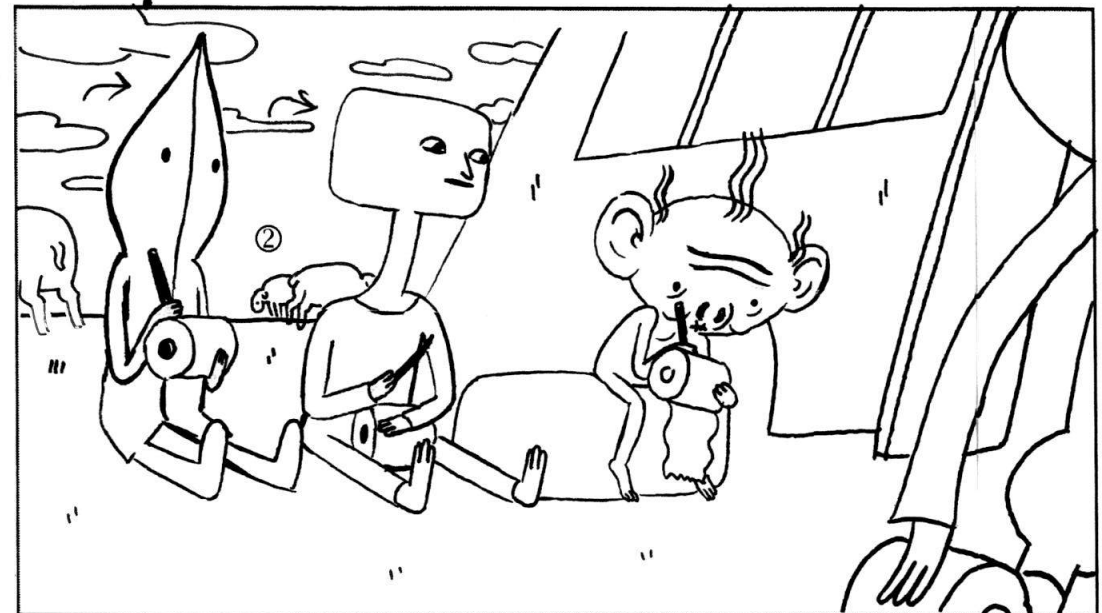


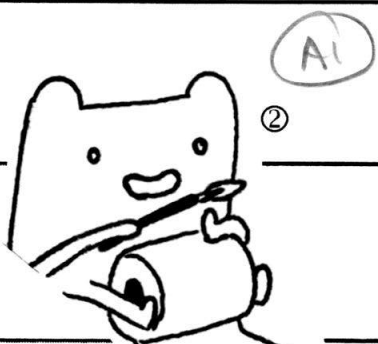
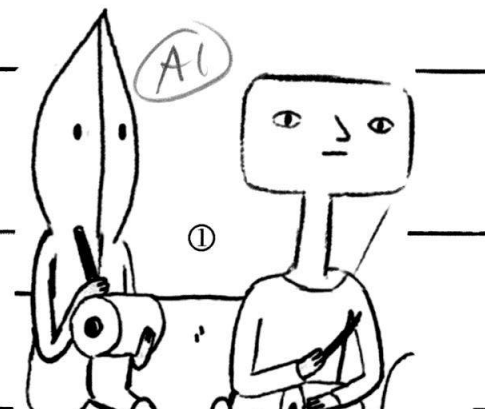
Cut

Sc. 77 Pnl. A Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:	LITTLE DUDE : THE DIRTY OLD STRANGER IS WRITING TOO .	
Action:		
Timing:		

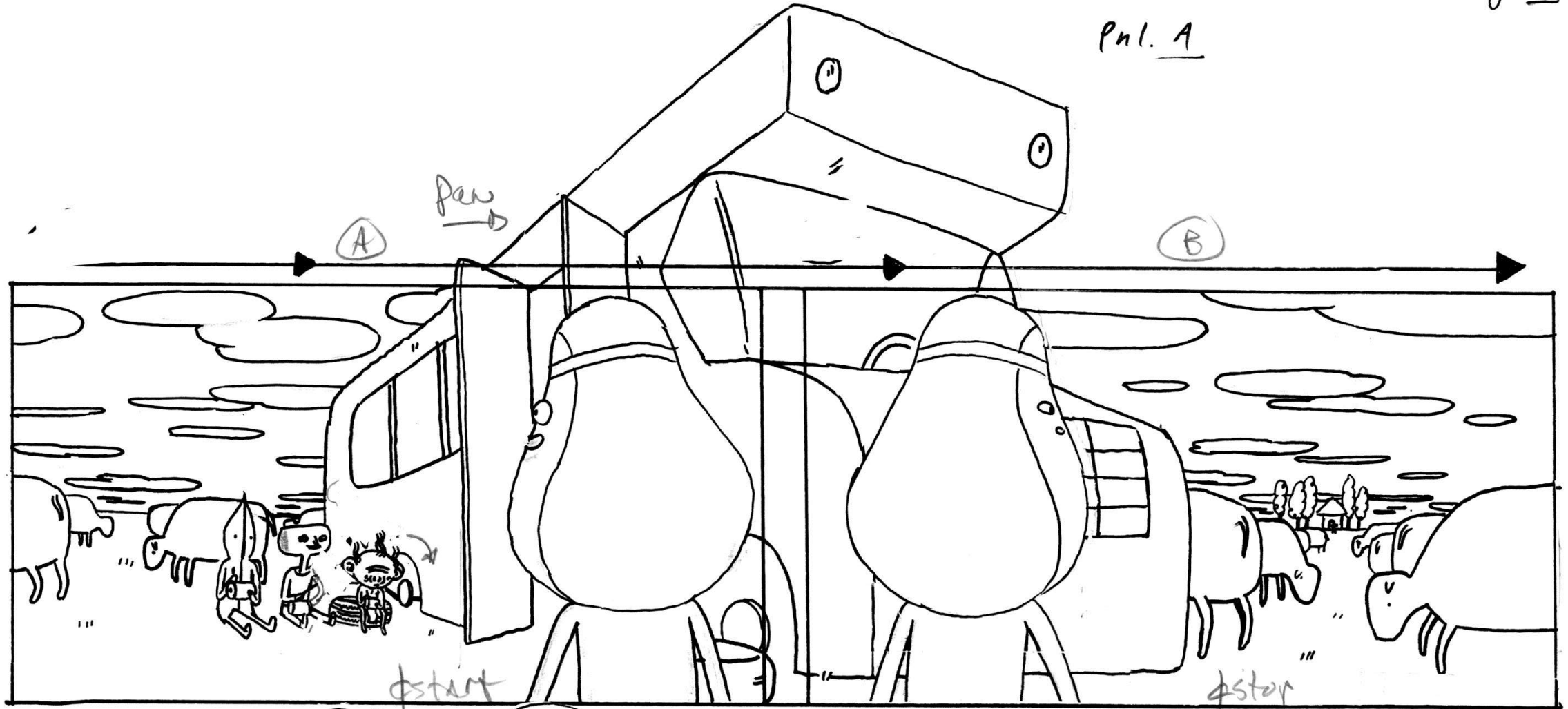
FEB 27 2014

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1025/174

Production :

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Farmer: WHAT'S ALL THE RUCKUS!!

FEB 27 2014

(Farmer coming out of farmhouse in the distance)

ADVENTURE TIME

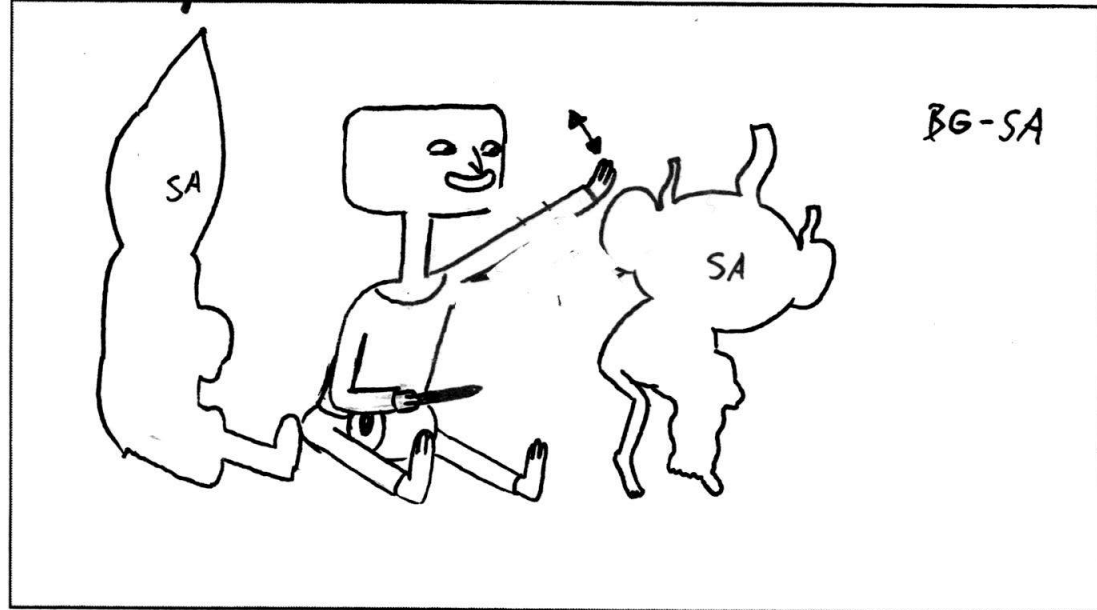


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Sc. 78 cont Pnl. B

Bg.

day night

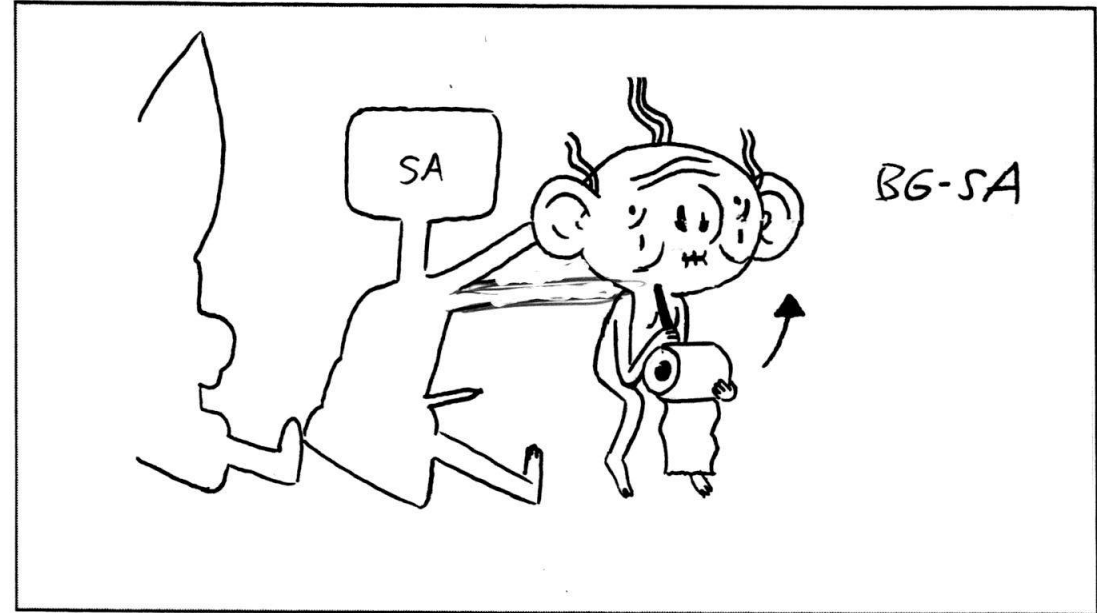


BG-SA

Sc. 78 cont Pnl. C

Bg.

day night



BG-SA

Dialog:

SFX: *PAT
PAT*



Action:

Ron James pats Giuseppe on the back.

-GIUSEPPE LOOKS UP.

Timing:

FEB 27 2011

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1025/174

Production :

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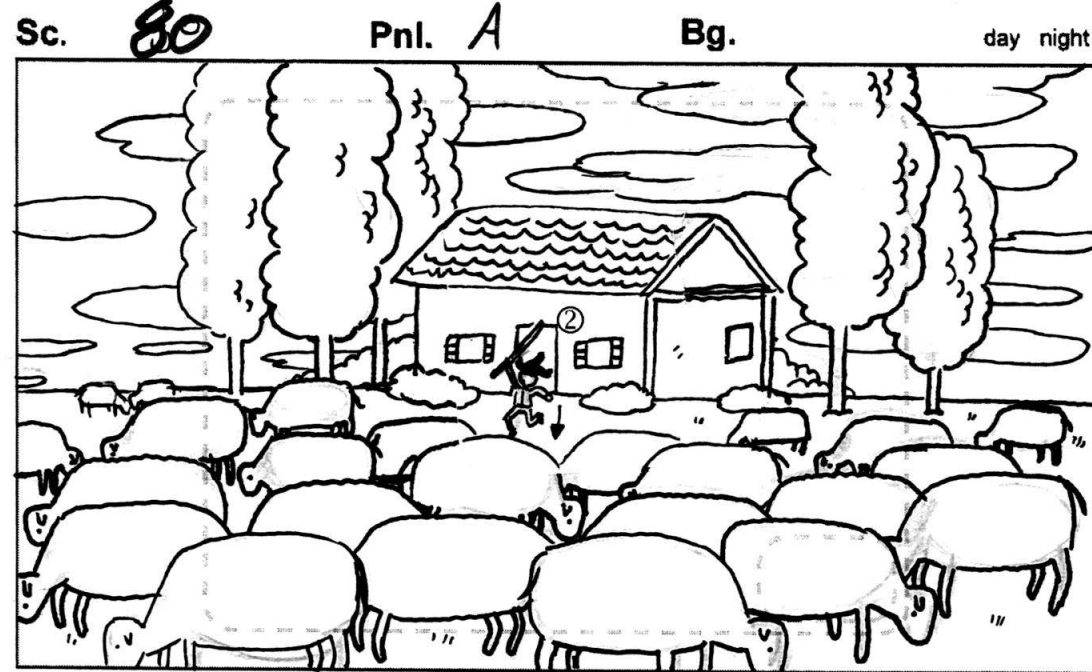
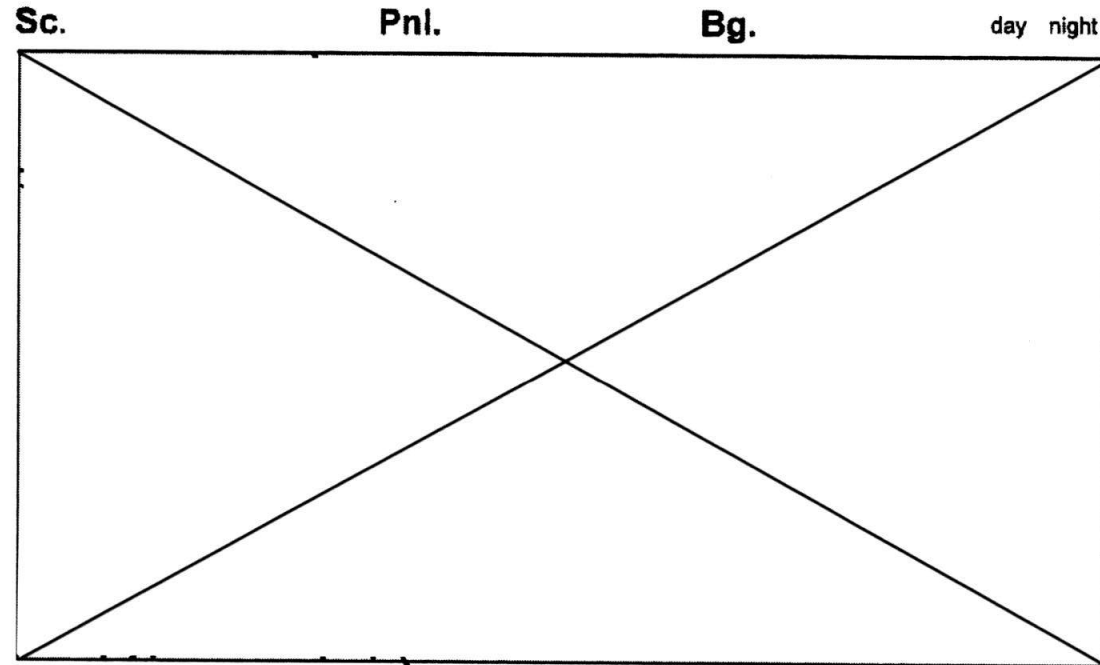
40
Cut

ADVENTURE TIME



He cut

Page 93



Dialog:

Farmer:

I own this pasture!

Action:

Farmer hides behind cows.

Timing:

FEB 27 2014



Detml pos
(A)

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Production :

1025/174

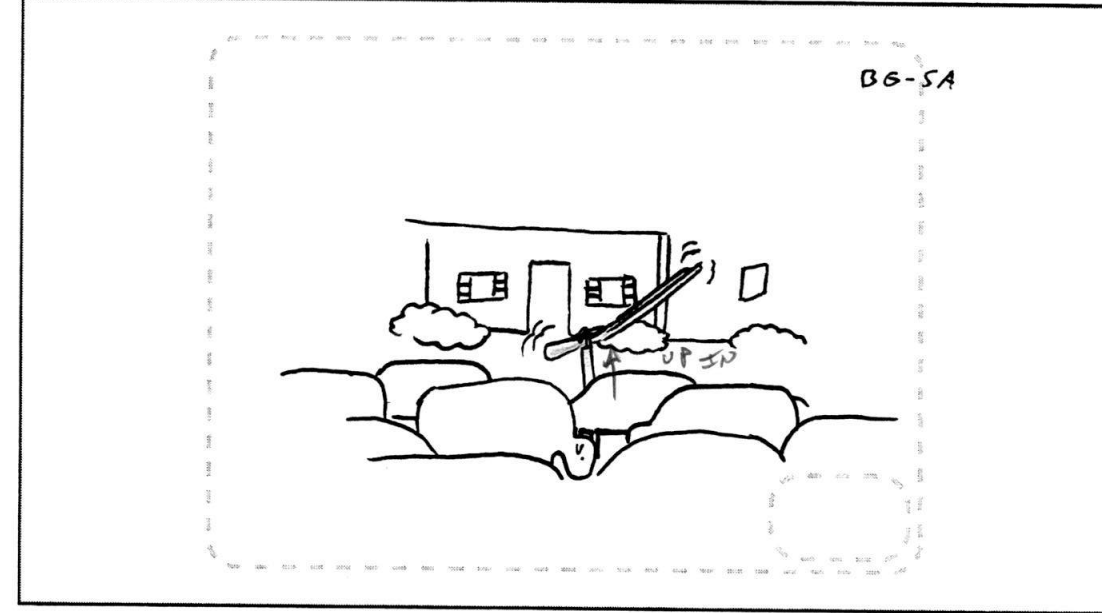
1025/174

ADVENTURE TIME

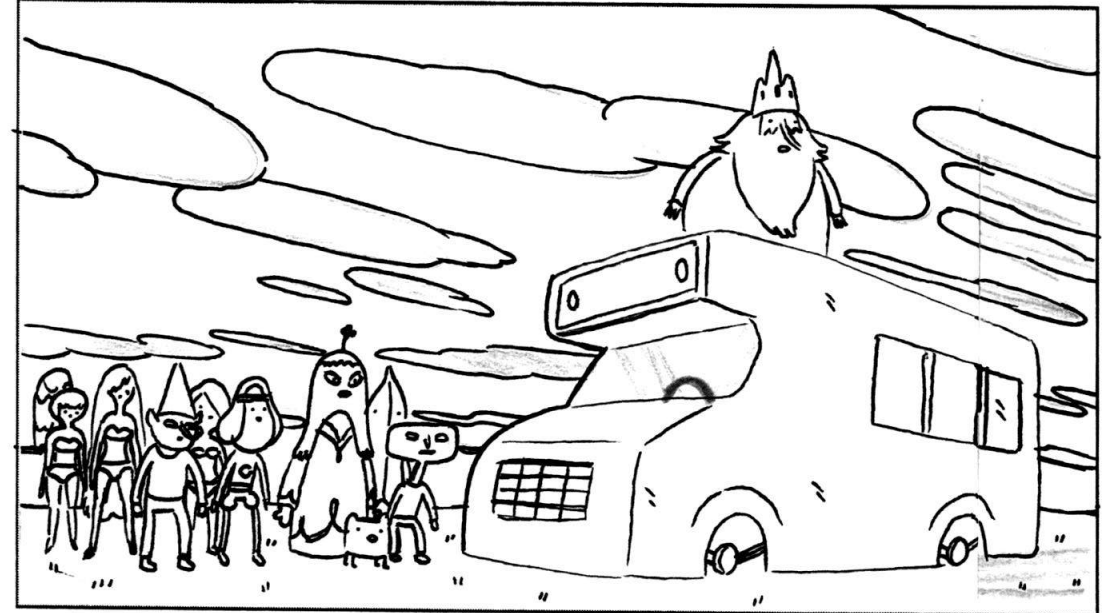


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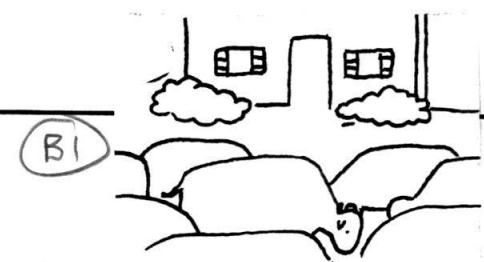
Sc. 80 cont Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:	<u>Farmer</u> : so <u>GIT</u> back in your vehicle...	
Action:	lifts up shotgun from behind cows.	<u>FARMER</u> : AND <u>GIT</u> !
Timing:		



FEB 27 2014

Handwritten: Cut

EPISODE # 1025-174
1025/174

Production :

1025/174

1025/174

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1025/174

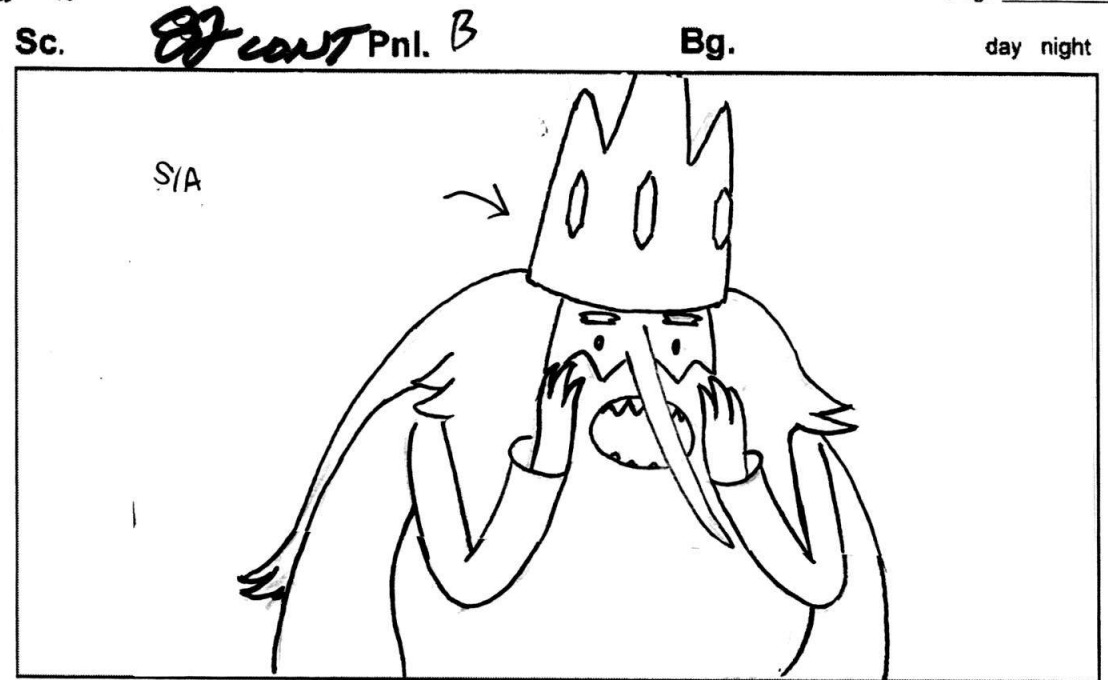
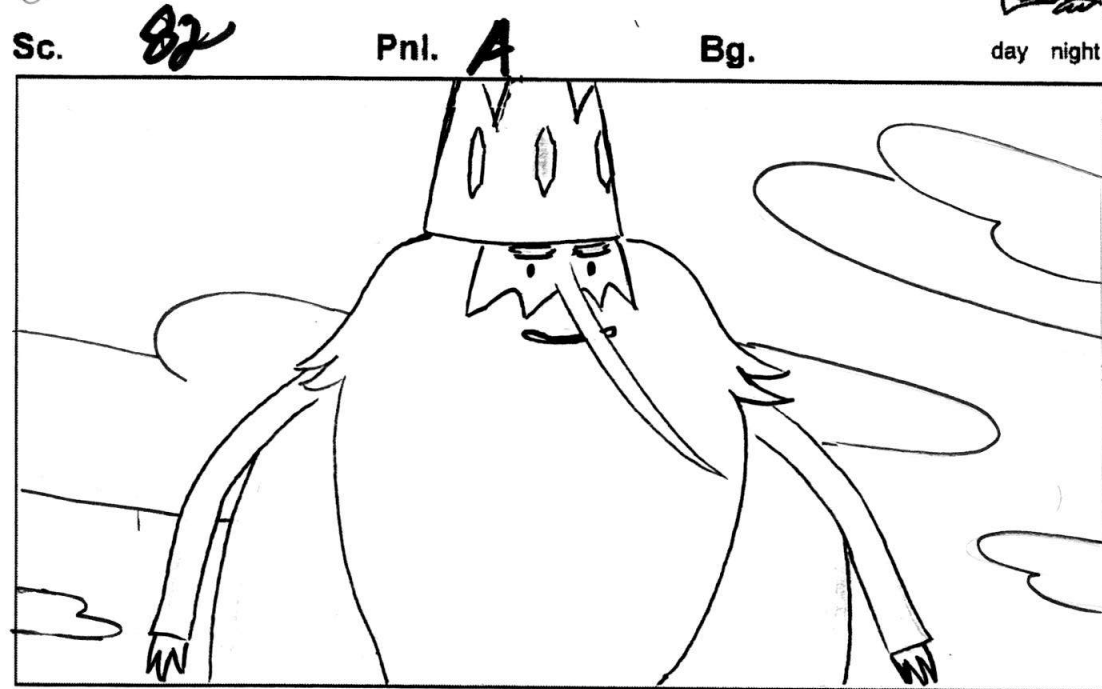
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Ho
Cut

ADVENTURE TIME



Page 95
day night



Cut

1025-174

EPISODE #

1025/174

Production :

Dialog:

IK: We can't! Our wheels
fell off!!

Action:

Timing:

FEB 27 2014

1025/174

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1025/174

Cut

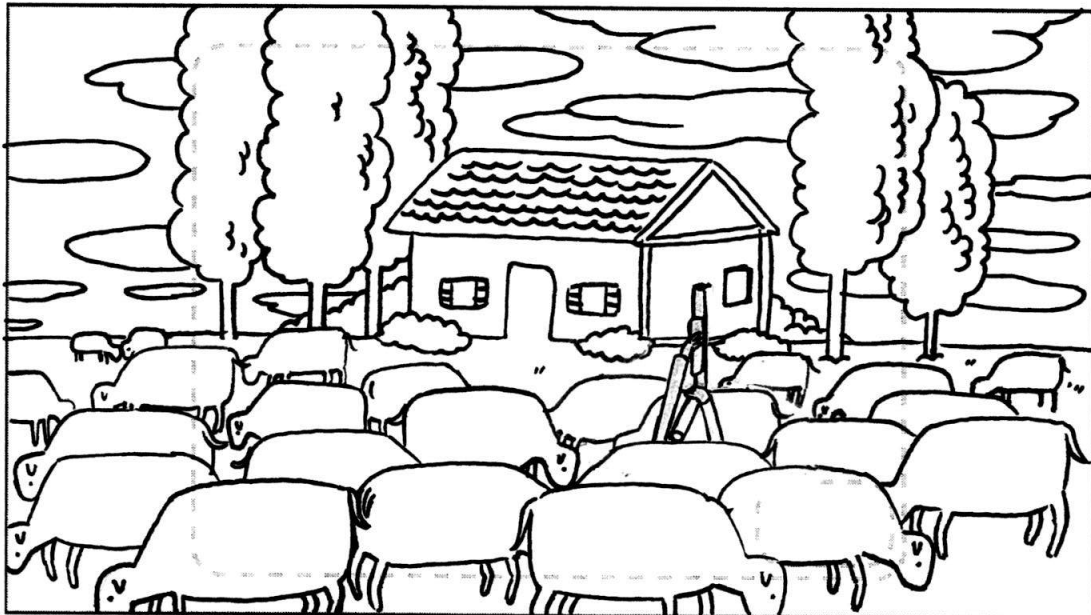
ADVENTURE TIME



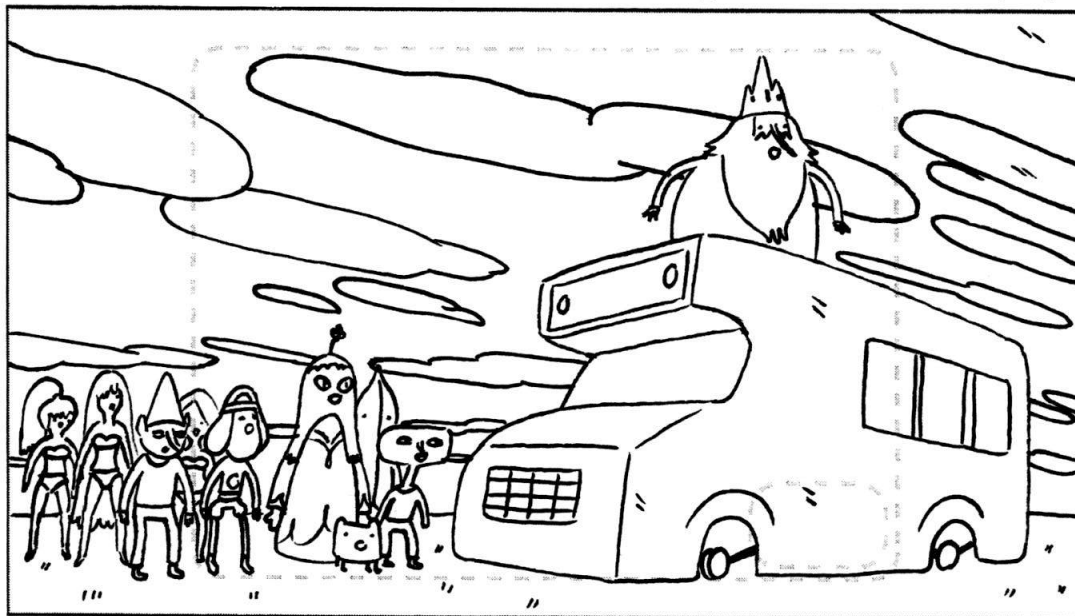
Cut

Page 96

Sc. 83 Pnl. A Bg. day night



Sc. 84 Pnl. A Bg. day night



Dialog:

SFX: *CHK-CHK*



IK/ [gasp]

Action:

- Farmer is closer.
- Cocks gun.

FEB 27 2014

Timing:

1025-174

EPISODE #

1025/174

Production :

1025/174

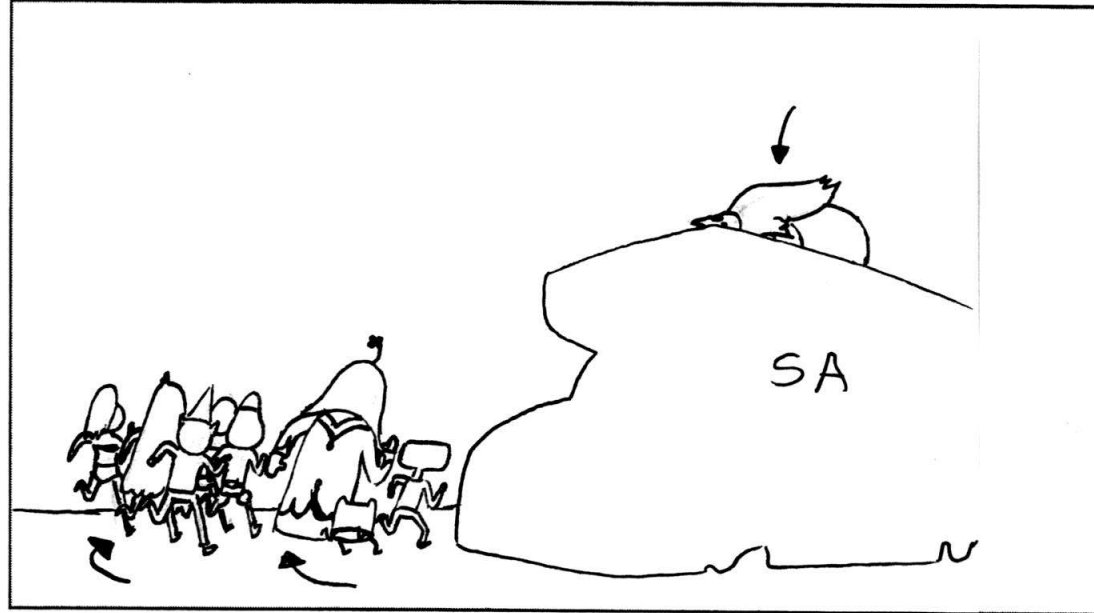
ADVENTURE TIME



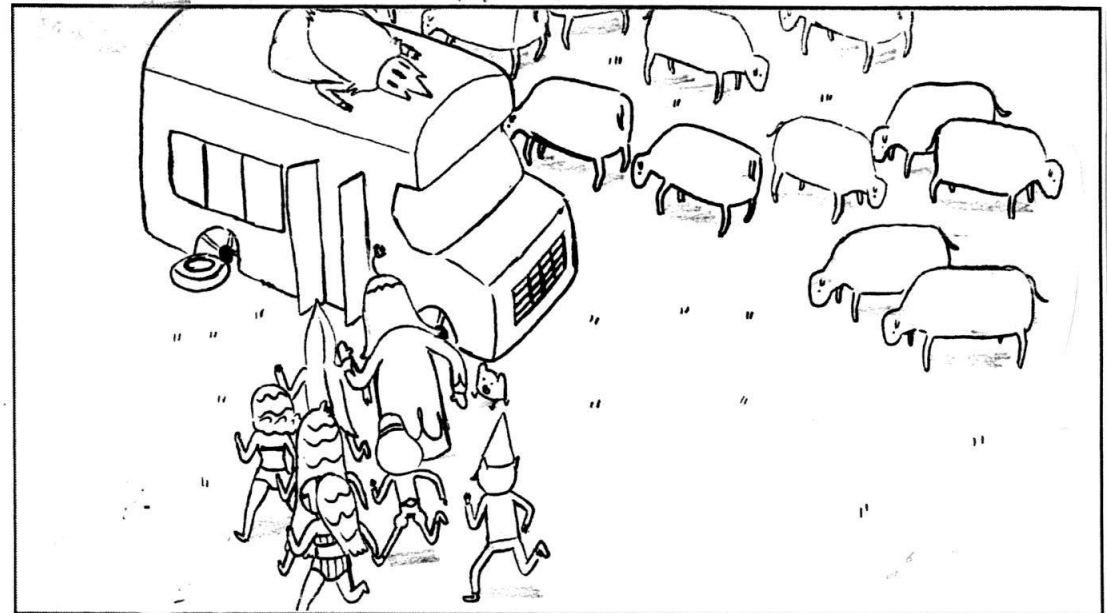
Hi
Cut

Page 97
day night

Sc. 84 *cont* Pnl. B Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:

IK: (QUICKLY)
BACK ON THE VEHICLE

IK/ I'll Make a --

Action:

- Everyone runs back towards bus.
- IK ducks on top of bus.

FEB 27 2011

Timing:

1025-174

EPISODE #

1025/174

Production :

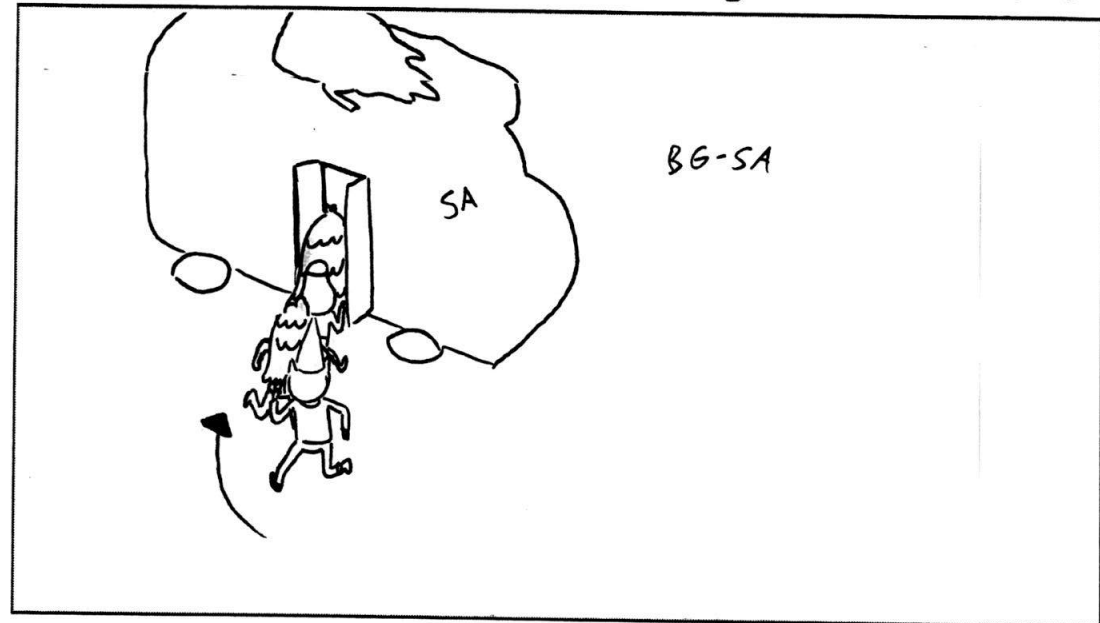
1025/174

ADVENTURE TIME

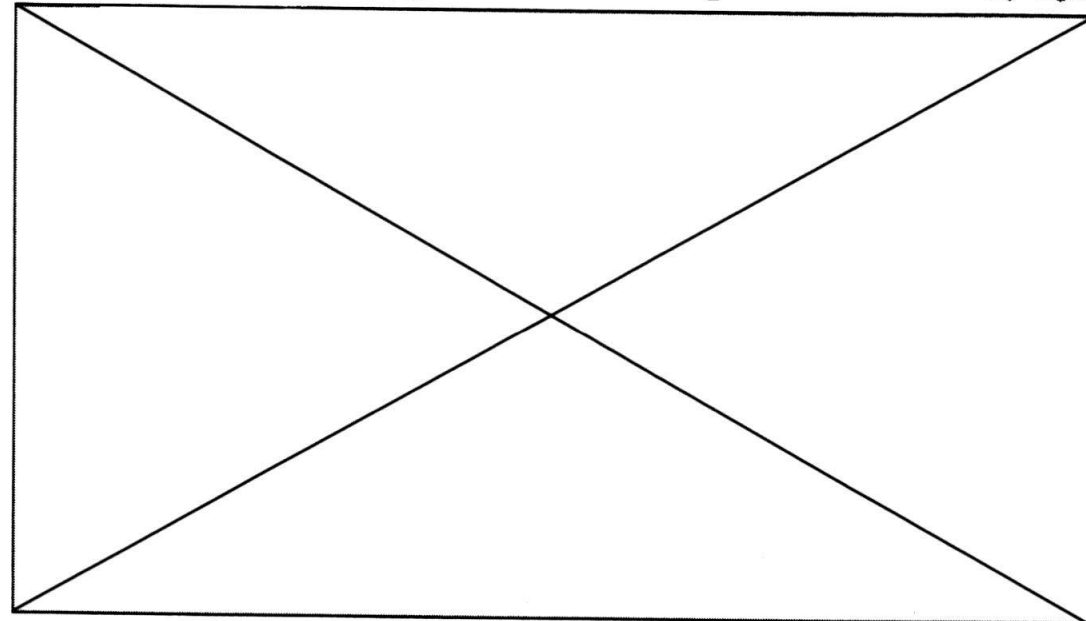


Page **98**
NO PG-99
 day night

Sc. **85 cont** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK/ slick ice road.

Action:

- WIZARDS QUICKLY BOARD BUS.

FEB 27 2014

Timing:

EPISODE # 1025-174

1025/174

Production :

1025/174

ADVENTURE TIME



Page 100

Sc.	Pnl.	Bg.	day	night

Sc.	85	<i>CONT</i>	Pnl.	C	Bg.	day	night

Dialog:
Action:
Timing:

FEB 27 2014

EPISODE # 1025-174

Production :

1025/174

1025/174

1025/174

ADVENTURE TIME

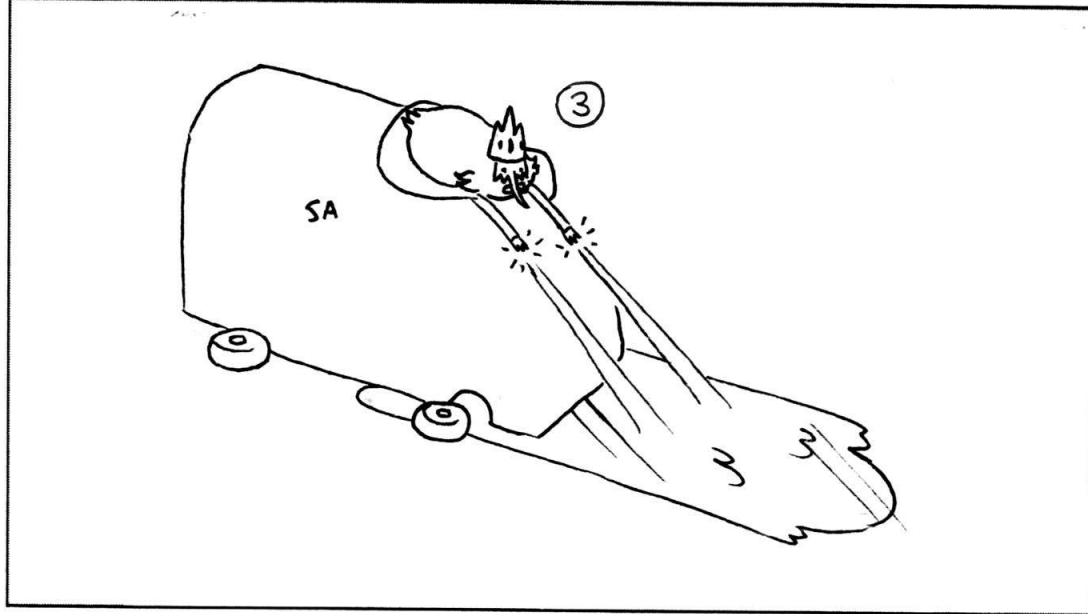


NO SC'S
86-87

Sc. 85 *CONT* Pnl. D

Bg.

day night

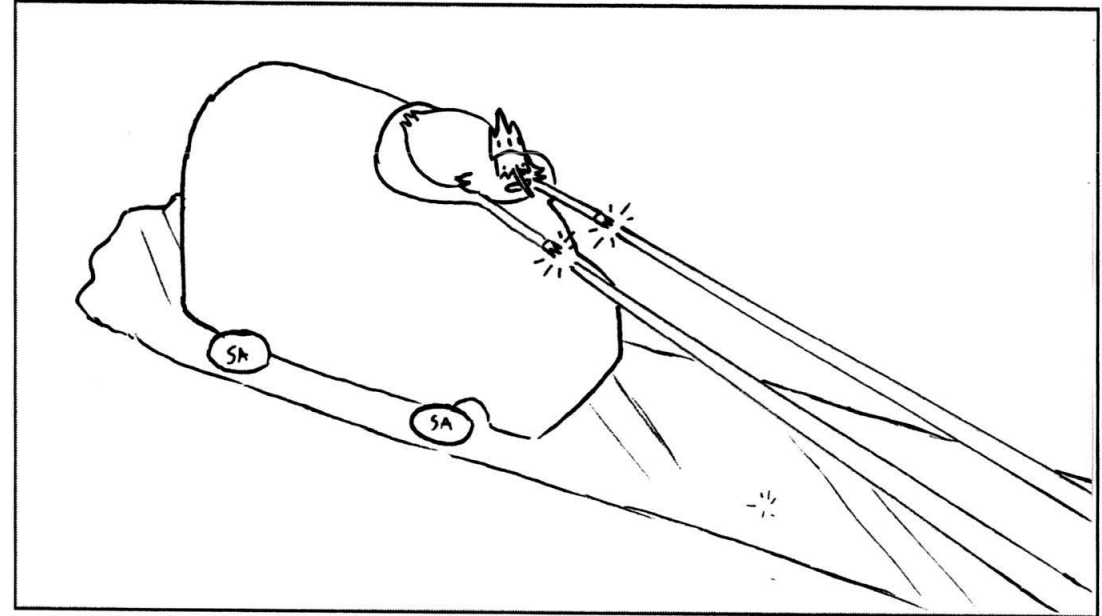


Sc. 85 *CONT*

Pnl. E

Bg.

Page 101
day night



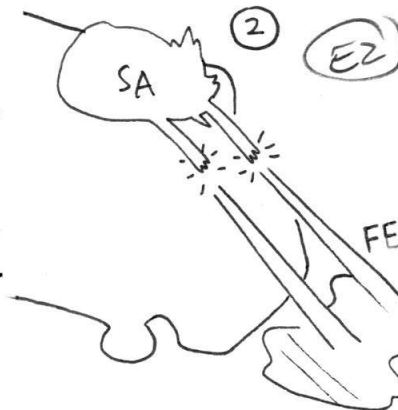
Dialog:

Sfx: *CHYUU!*

Action:

IK makes slick ice road.

Timing:



FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

Ho
Cut

ADVENTURE TIME



Page 102

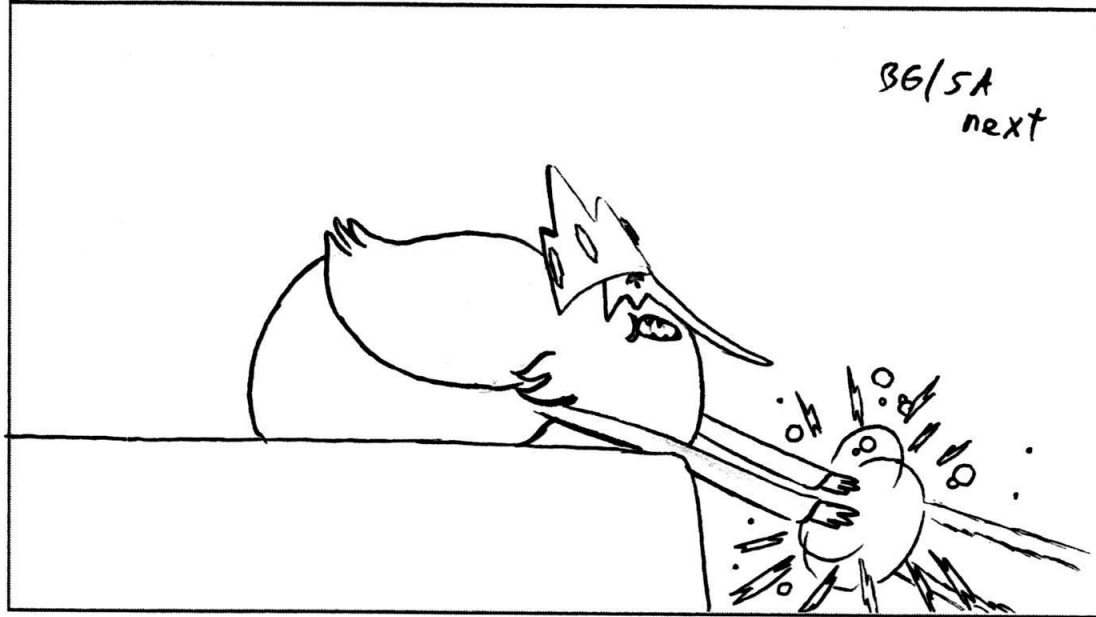
Sc.

88

Pnl. A

Bg.

day night

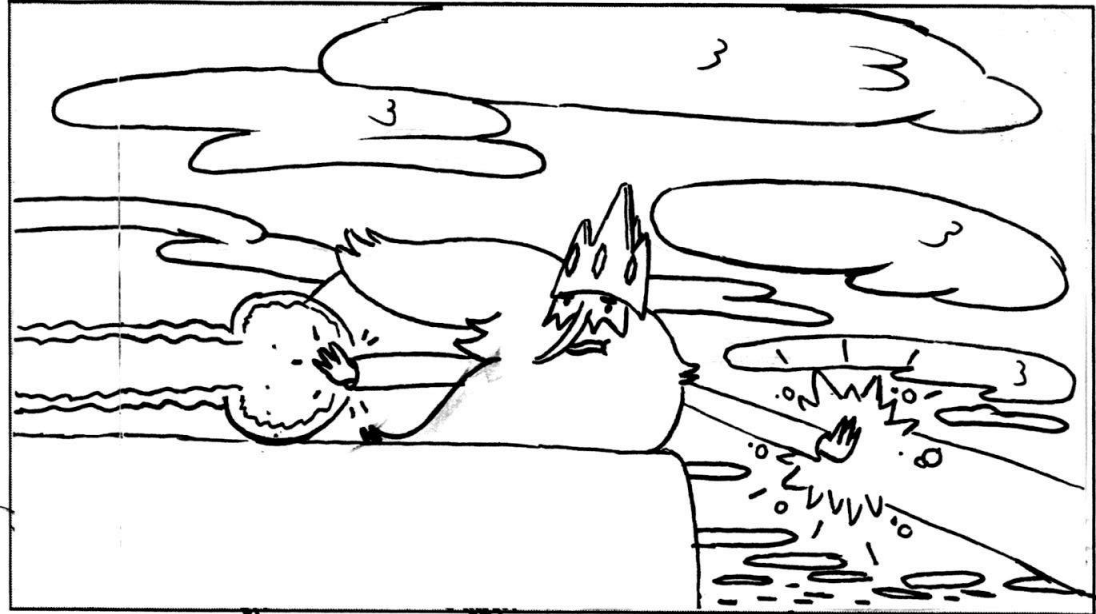


Sc.

88 CONT Pnl. B

Bg.

day night



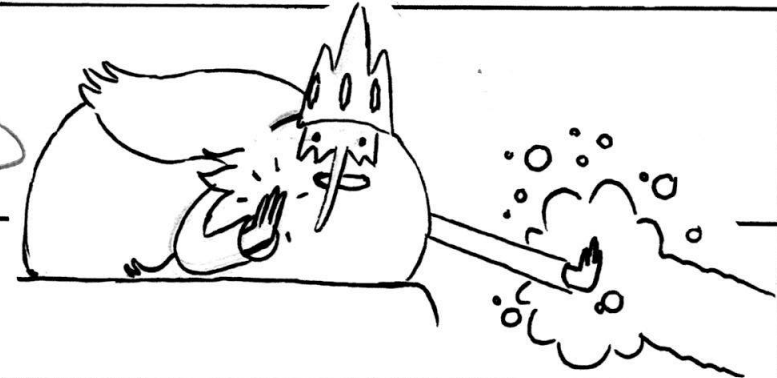
Dialog:

Action:

Timing:

-IK Right hand for propulsion.

BI



FEB 27 2014

Ho
Cut

1025-174

EPISODE #

1025/174

Production :

1025/174

HV
CUT

ADVENTURE TIME

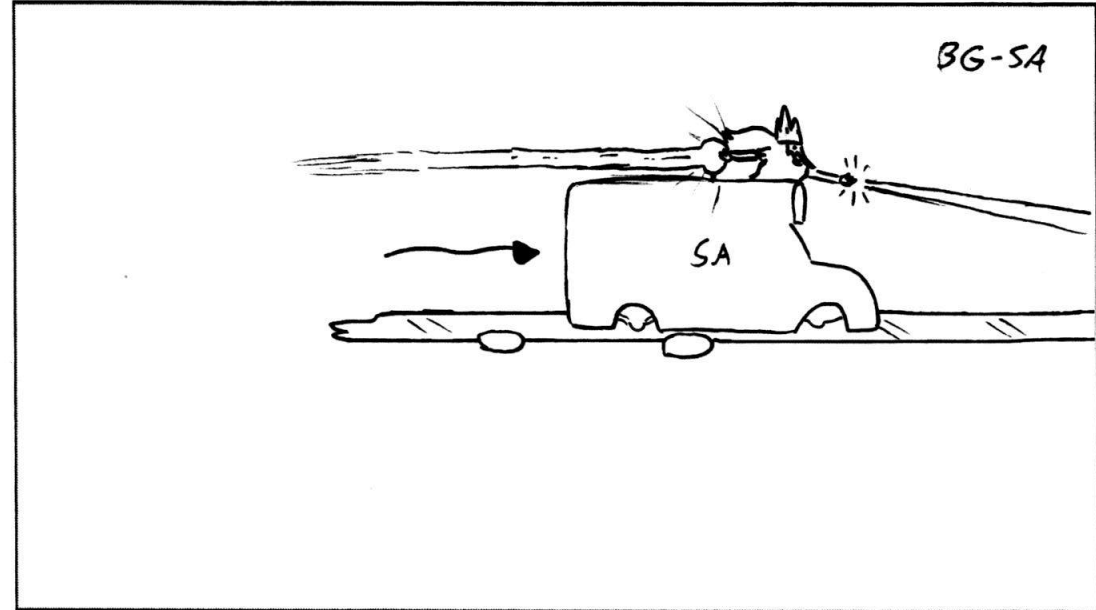


Page 103

Sc. 89 Pnl. A Bg. day night



Sc. 89 cont Pnl. B Bg. day night



Dialog:

SFX: * SLIDING *

Action:

- BUS STARTS SLIDING DOWN ICE ROAD.

FEB 27 2014

Timing:

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

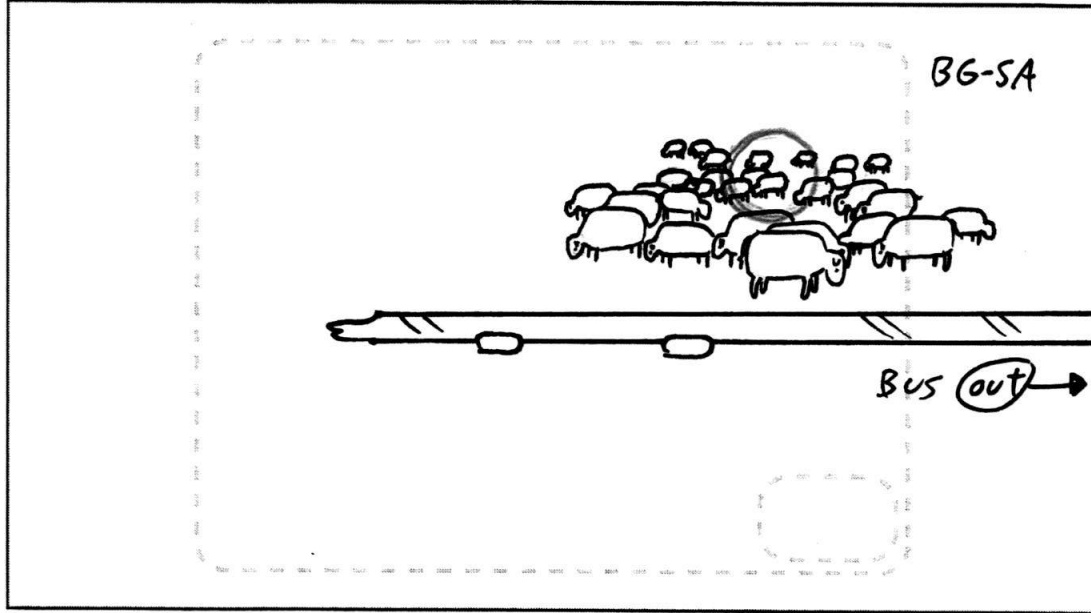
ADVENTURE TIME



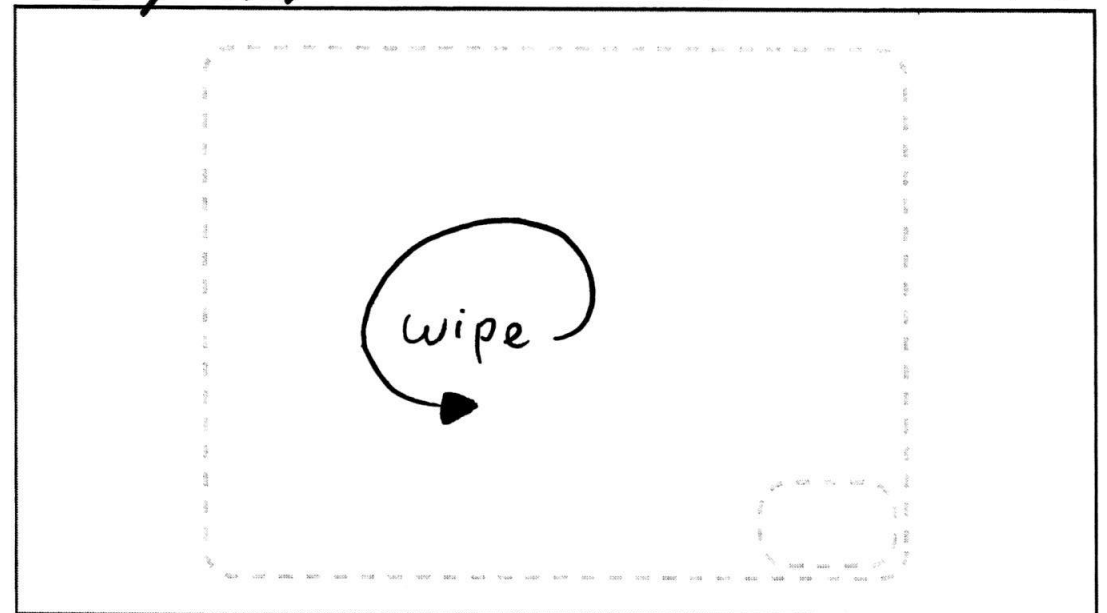
Cut w/ wipe to Post

Page 104
day night

Sc. *89 cont* Pnl. *C* Bg. day night



Sc. *89 cont* Pnl. Bg. day night



<p>Dialog:</p> <p><u>FARMER:</u> ARE YOU GONE... I CAN'T REALLY...SEE</p> <p>SFX: *CHK-CHK CHK-CHK*</p> <p>Action:</p> <ul style="list-style-type: none"> - Bus out - Farmer continues cocking gun. <p>Timing:</p>	
--	--

FEB 27 2014

EPISODE # 1025-174
1025/174
Production :

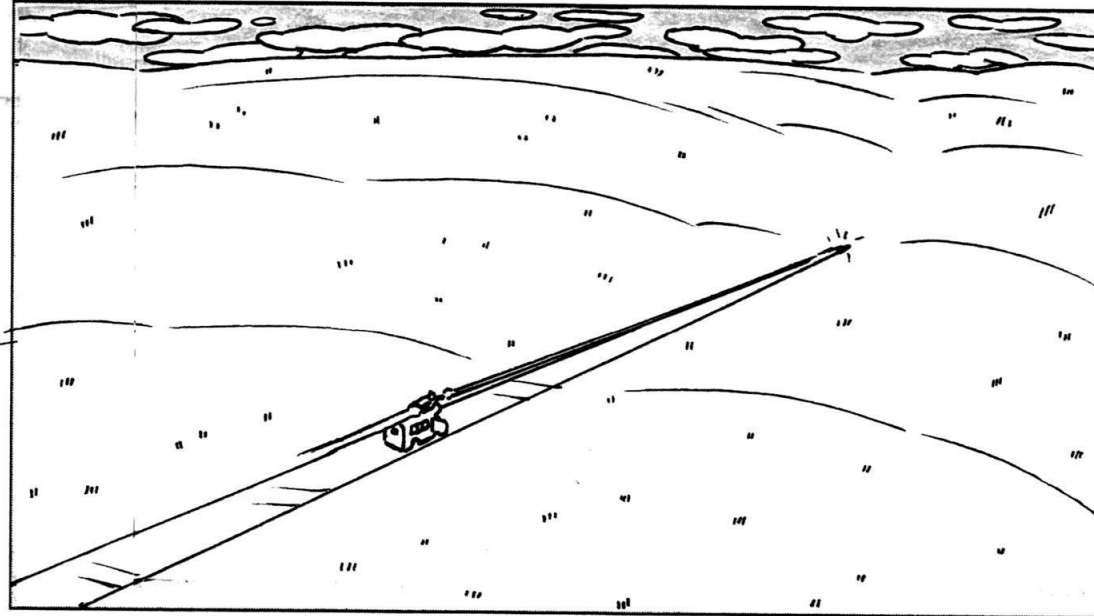
1025/174

ADVENTURE TIME

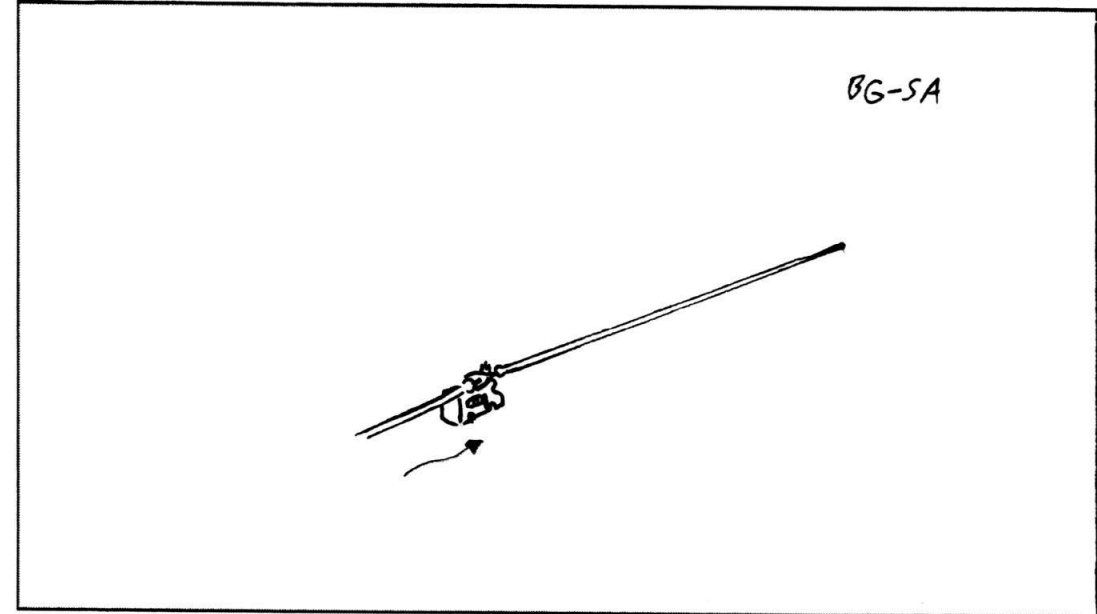


Page 105

Sc. 90 Pnl. A Bg. day night



Sc. 90 *cont* Pnl. B Bg. day night



Dialog:

Action:

Timing:



-IK CONTINUES CREATING SUCK ICE ROAD.

FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

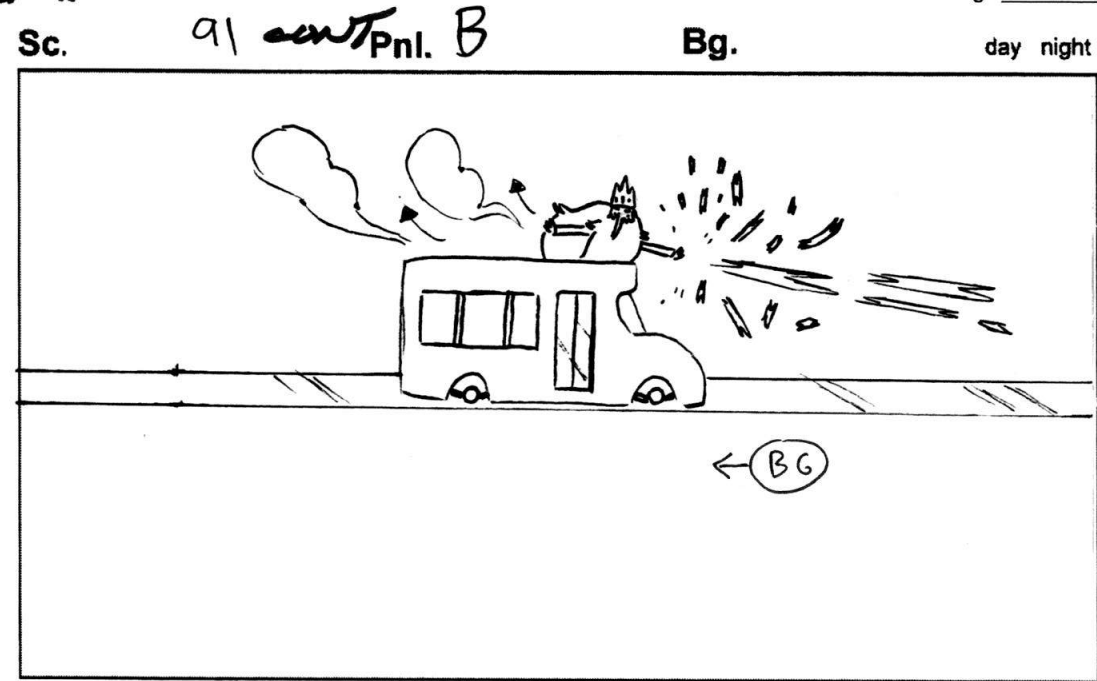
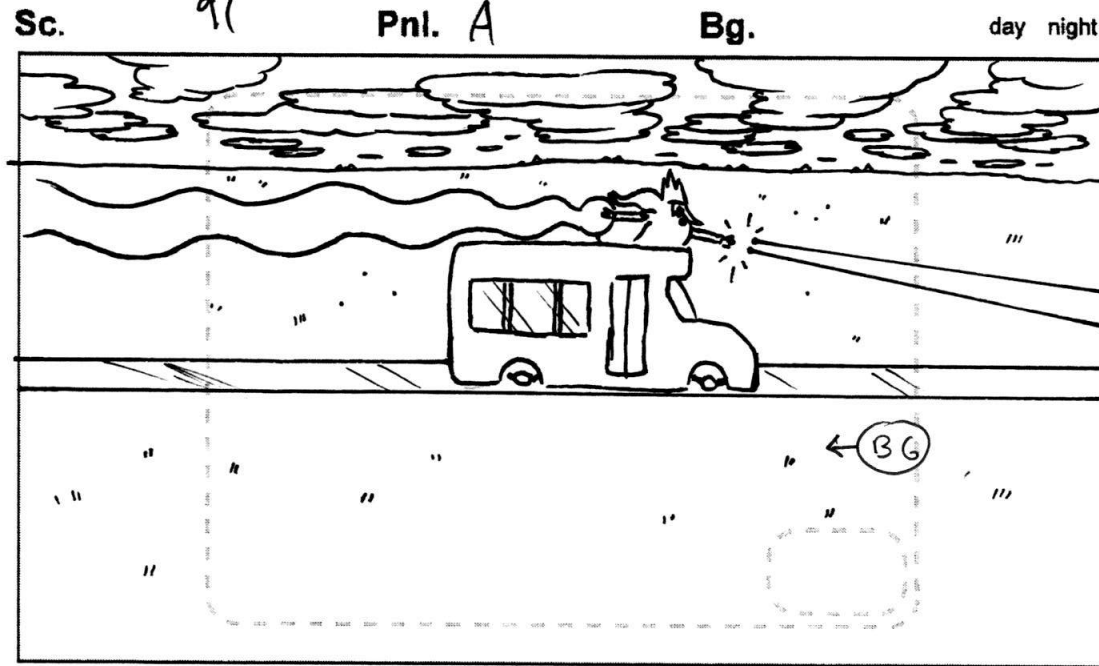
Cut
w/wipe
@ post

HC
Cut

ADVENTURE TIME



Page 106



Dialog:

Action:

(SFX)

ice making and propulsion
become inconsistent.

FEB 27 2014

Timing:

He
cut

1025-174

EPISODE #

1025/174

Production :

1025/174

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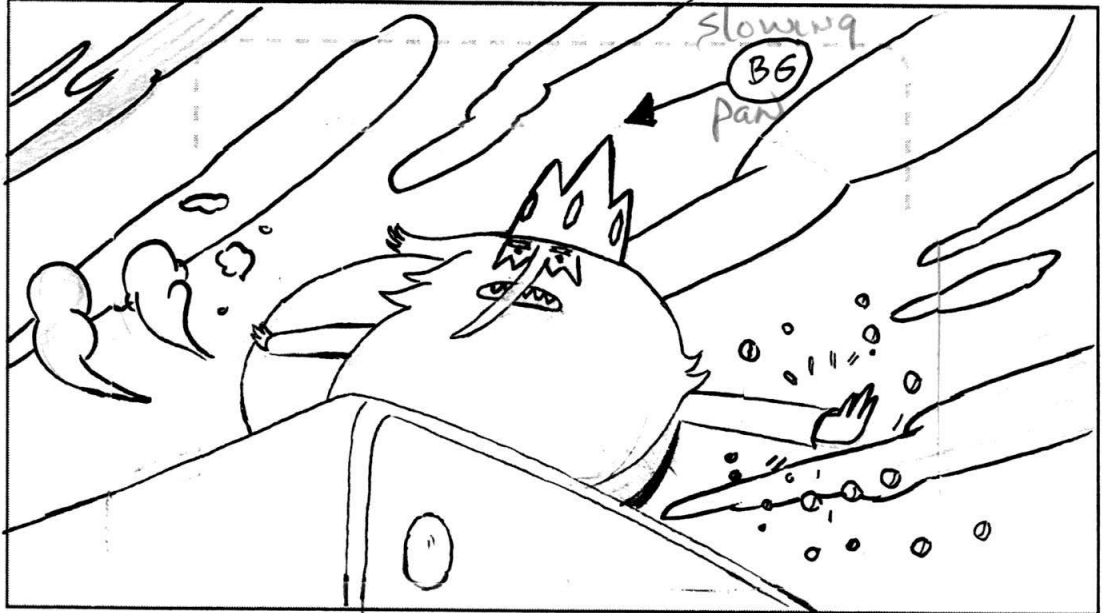
HV
cut

ADVENTURE TIME

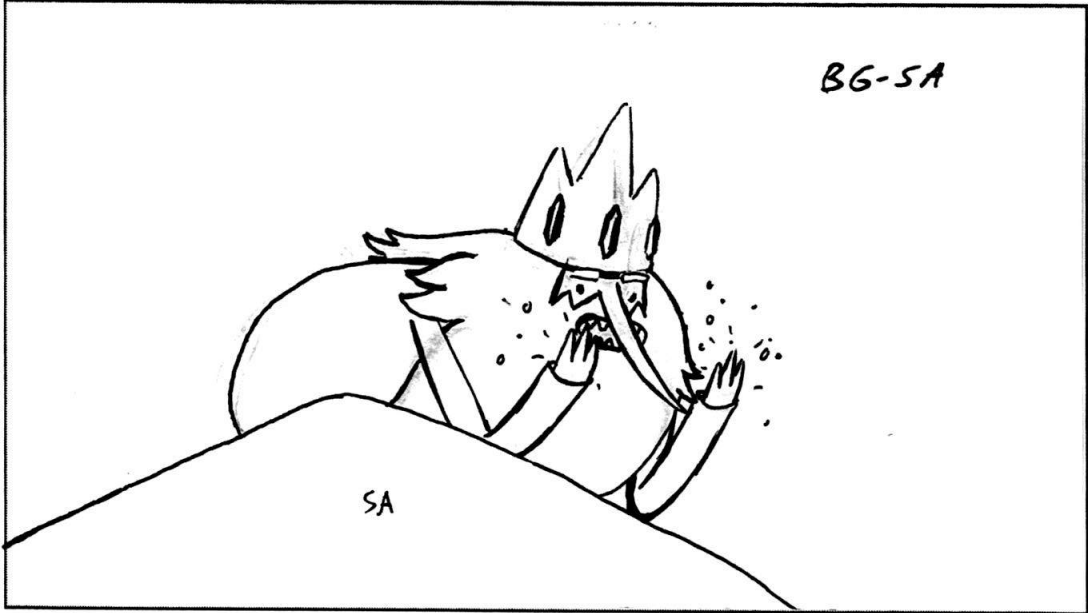


Page 107

Sc. 92 Pnl. A Bg. day night



Sc. 92 cont Pnl. B Bg. day night



Dialog:	<p><u>IK</u>: [STRAINING]</p>	<p><u>IK</u>: BLEH.</p>
Action:		
Timing:	<p>- BG COMES TO A GRINDING HALT BY PNL D</p>	

FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

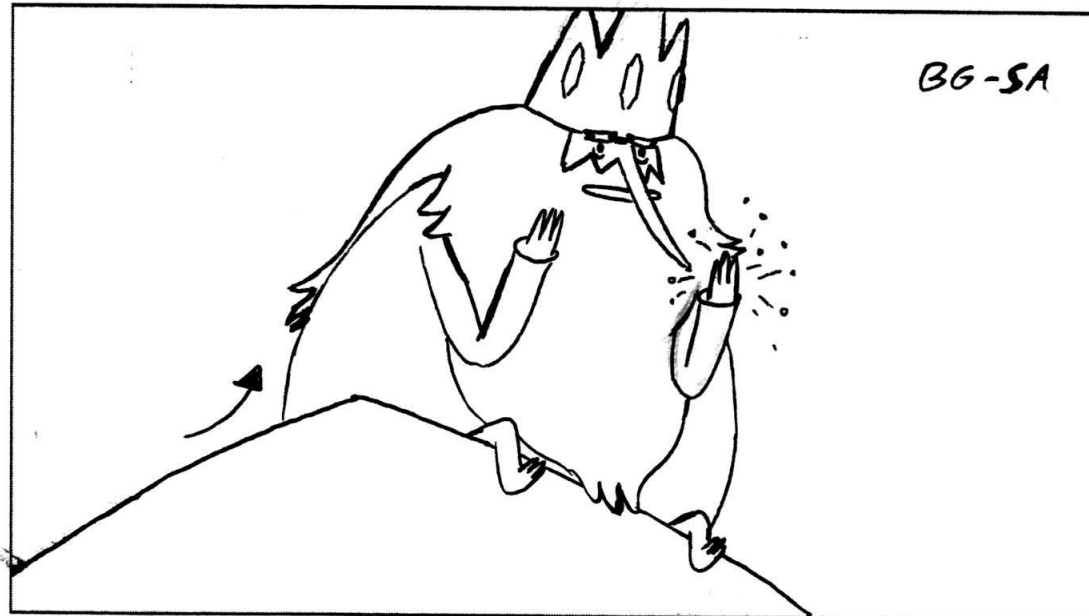
1025/174

ADVENTURE TIME



NO SC
93

Sc. 92 cont Pnl. C Bg. day night



Sc. 92 cont Pnl. D Bg. day night



Page 108
NO PG-109

HO
Art

EPISODE # 1025-174
1025/174

Dialog:

Action: -IK sits up AND looks at hands.

FEB 27 2014

Timing:

Production :

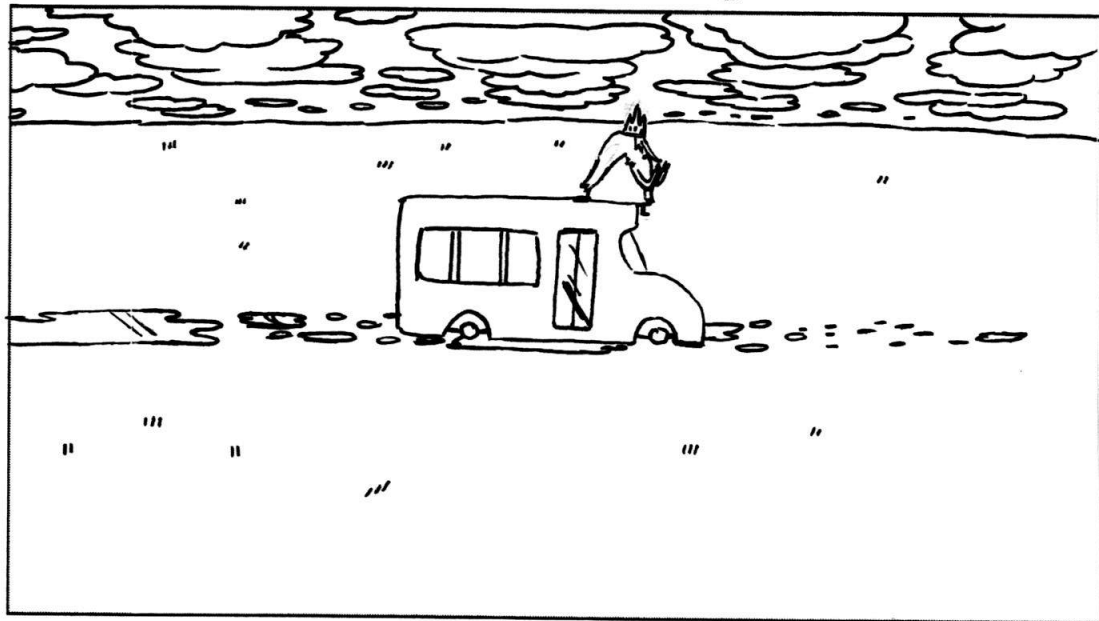
1025/174



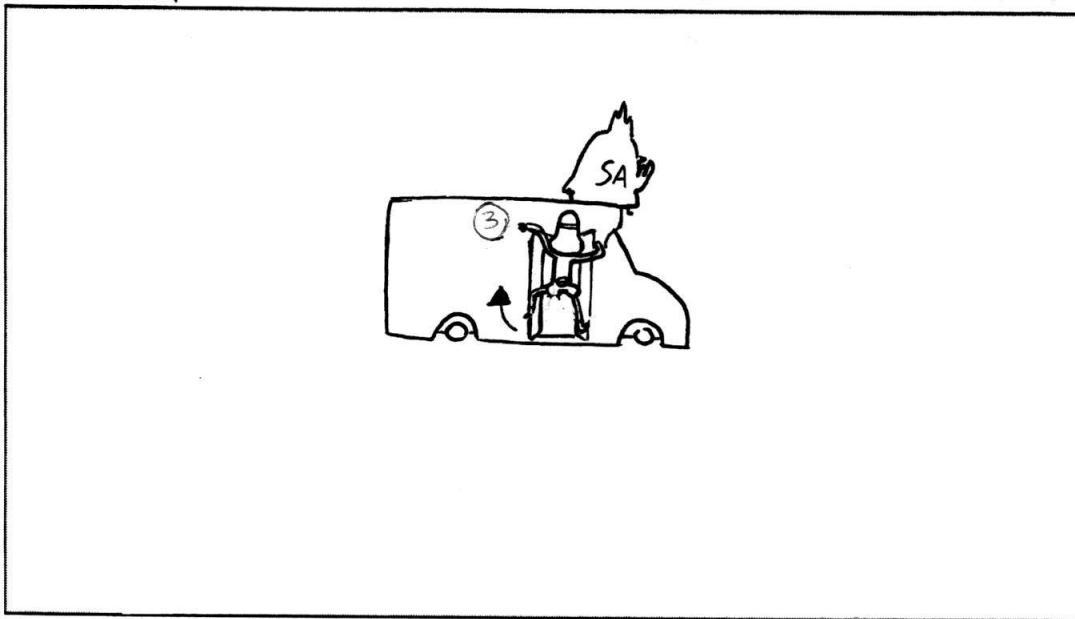
ADVENTURE TIME

Page 110

Sc. 94 Pnl. A Bg. day night



Sc. 94 CONT Pnl. B Bg. day night

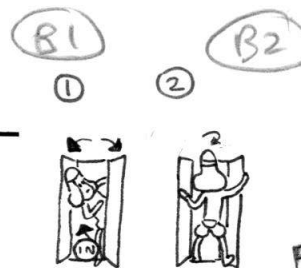


Dialog:

Action:

Timing:

- ABD climbs out.



FEB 27 2014

Production :

EPISODE #

1025-174

1025/174

1025/174

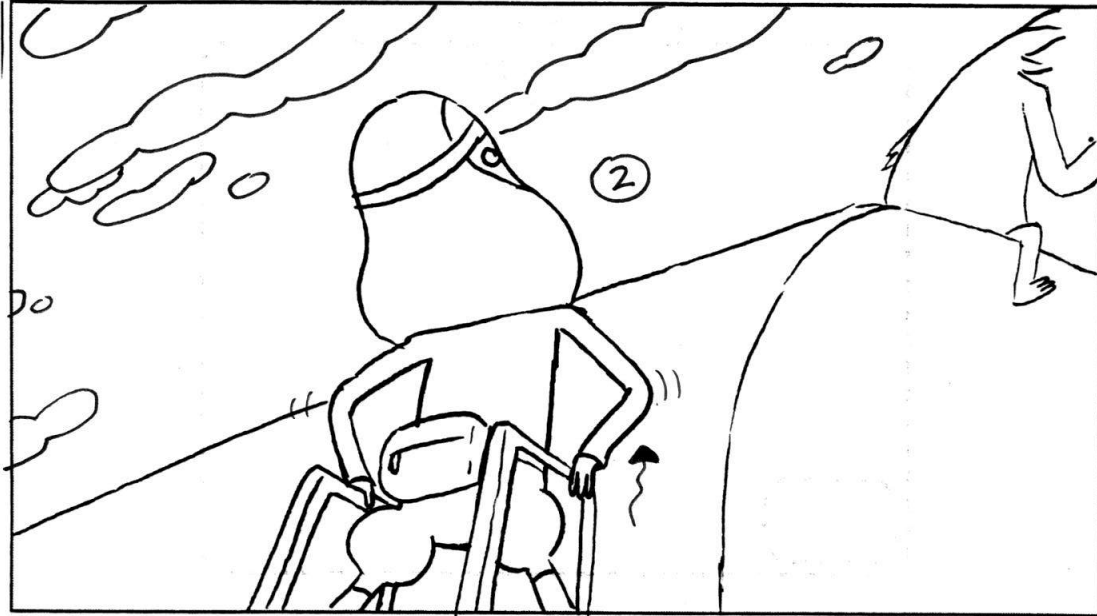
1025/174

ADVENTURE TIME

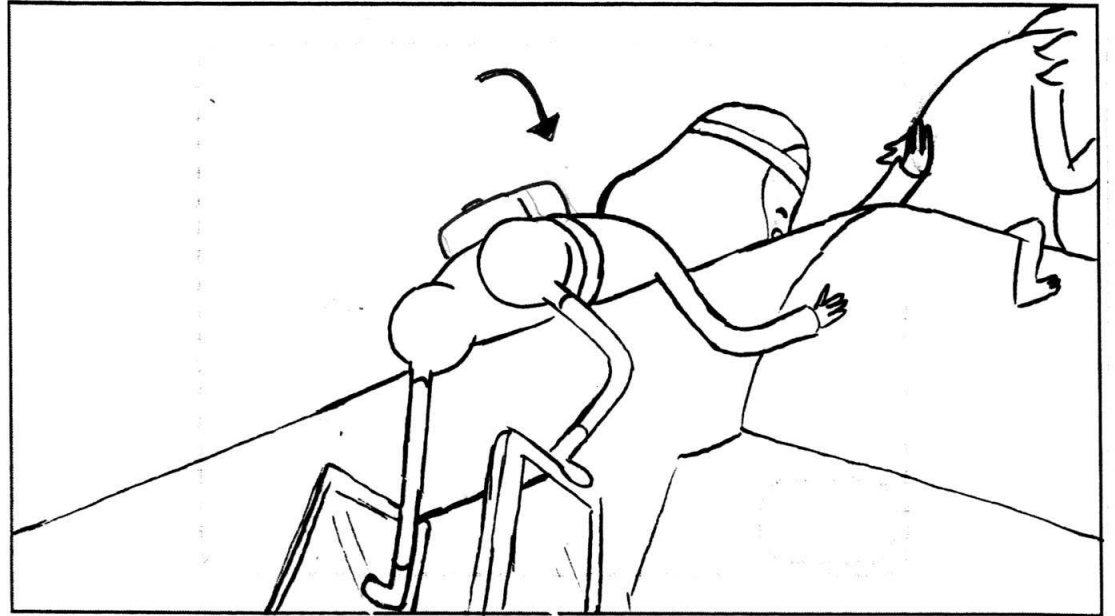


Page III

Sc. 95 Pnl. A Bg. day night

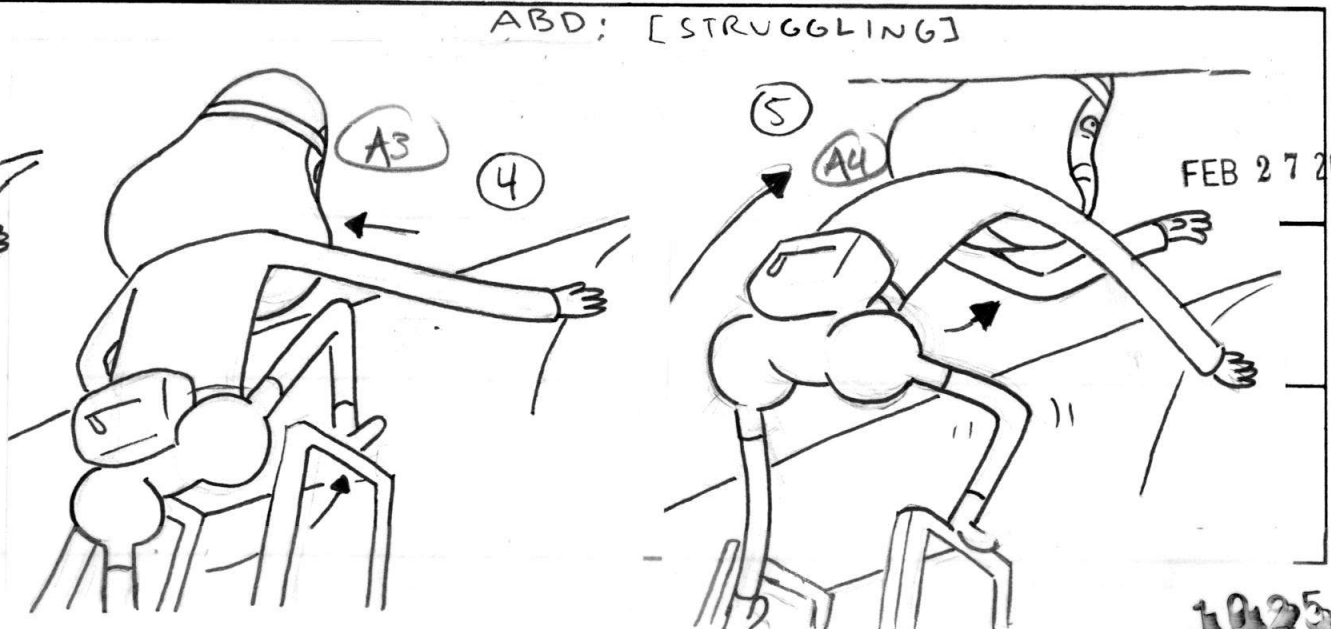
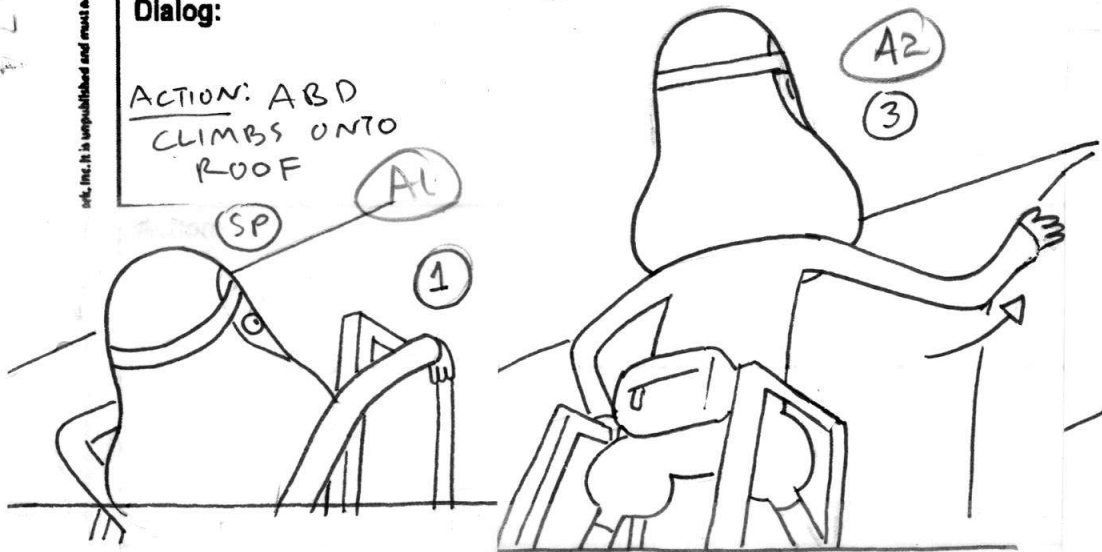


Sc. 95 cont Pnl. B Bg. day night



Dialog:

ACTION: ABD
CLIMBS ONTO
ROOF



EPISODE # 1025-174

1025/174

Production :

1025/174

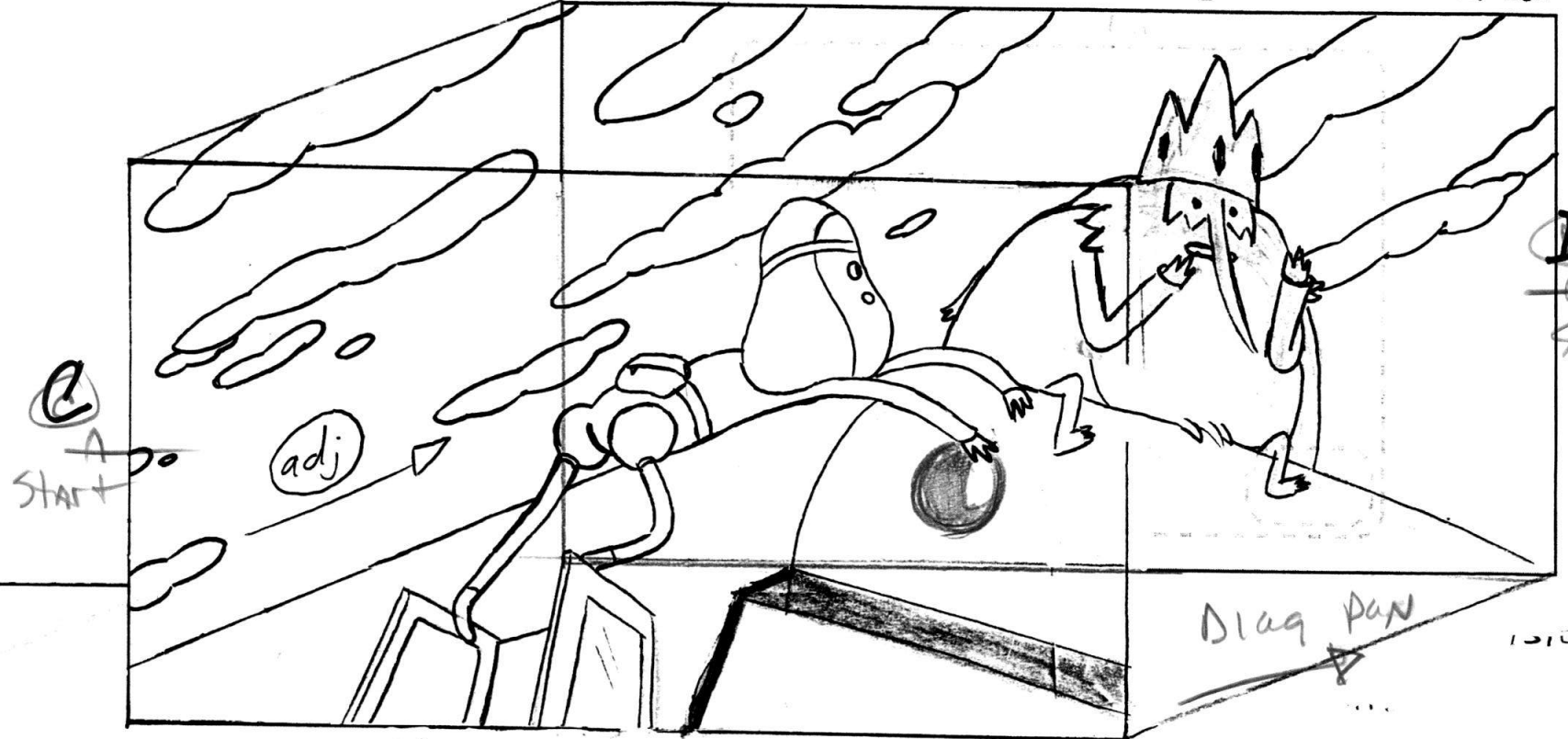
1025/174

ADVENTURE TIME



Page 112

Sc. 95 *cont* Pnl. Bg. day night



Stop 1025-174

EPISODE #

1025/174

Dialog:

Action:

Timing:

FEB 27 2014

Production :

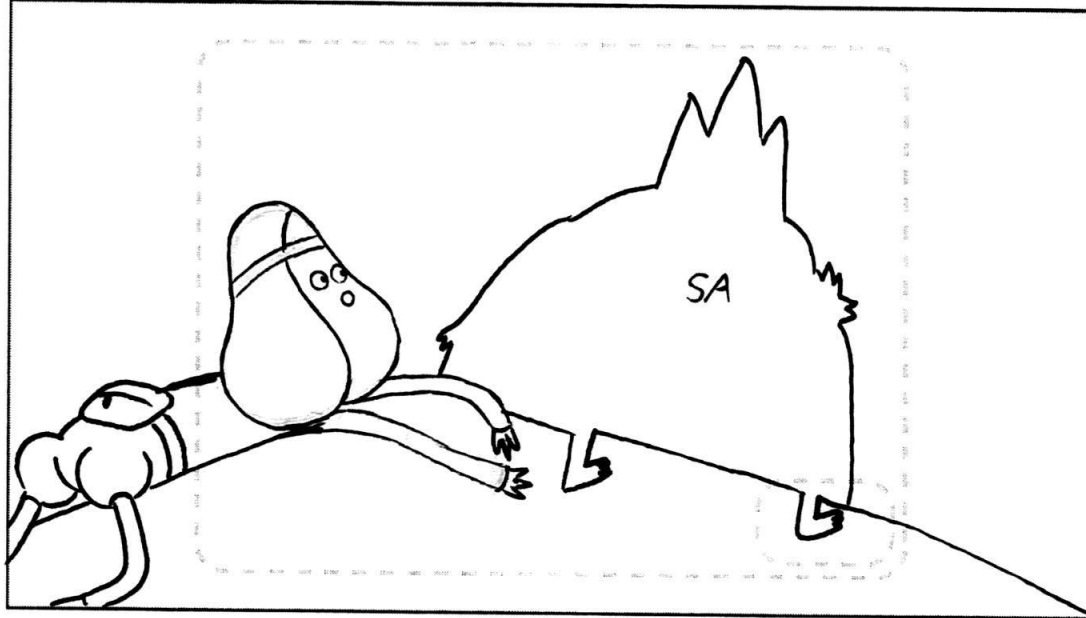
1025/174

1025/174

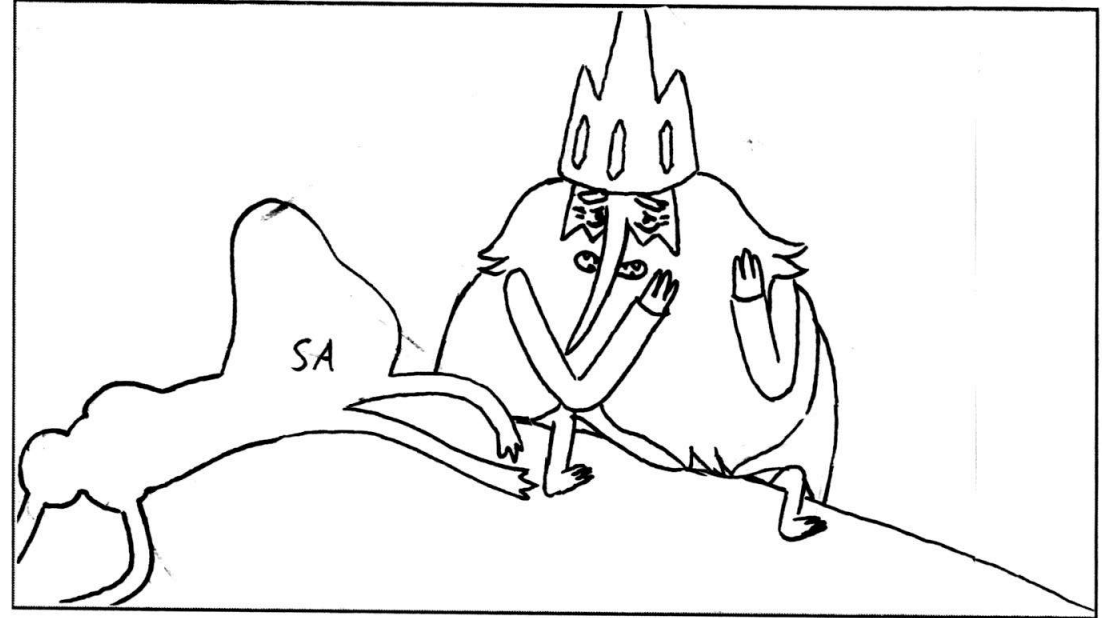
ADVENTURE TIME



Sc. 95 CONT Pnl. E Bg. day night



Sc. 95 CONT Pnl. F Bg. day night



Dialog:

ABD: Is there a problem?

Ik: I ran out of juice.

Action:

Ik is looking tired.

Timing:



FEB 27 2014

Production :

EPISODE #

1025-174

Handwritten signature/initials.

1025/174

1025/174

1025/174

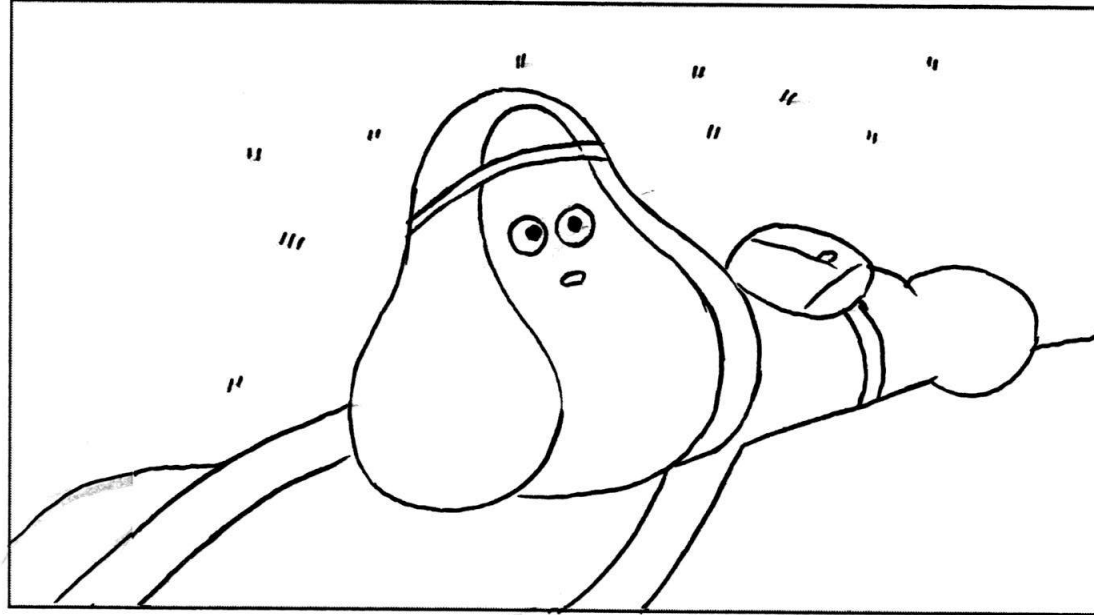
Hu
Aut

ADVENTURE TIME

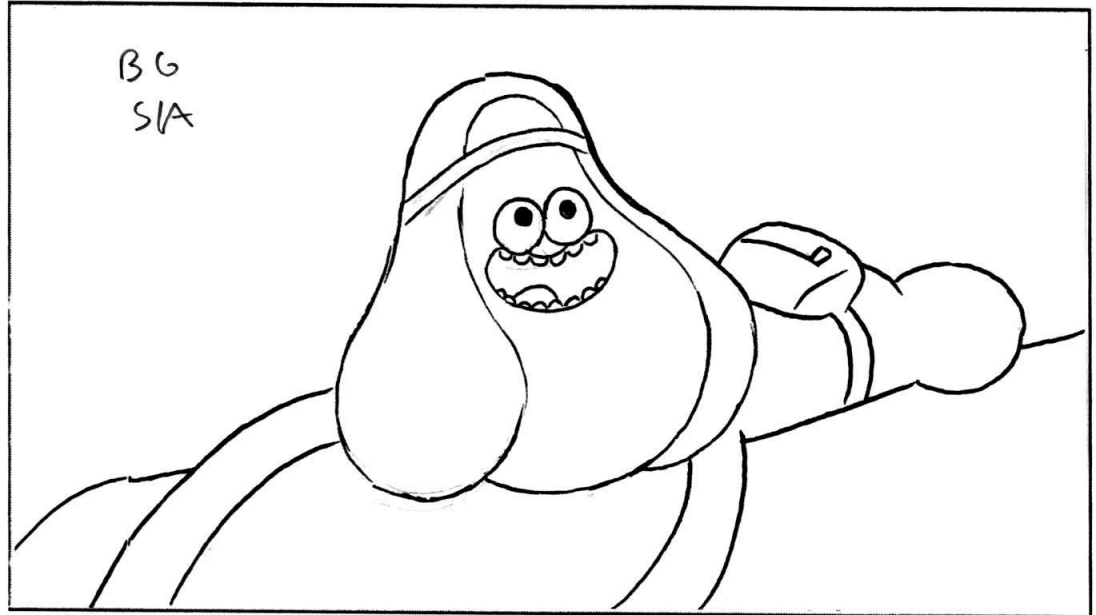


Page 114

Sc. 96 Pnl. A Bg. day night



Sc. 96 cont Pnl. B Bg. day night



Dialog:

ABD: Can I take over?

Action:

Timing:

FEB 27 2014

Hu
Aut

1025-174

EPISODE #

1025/174

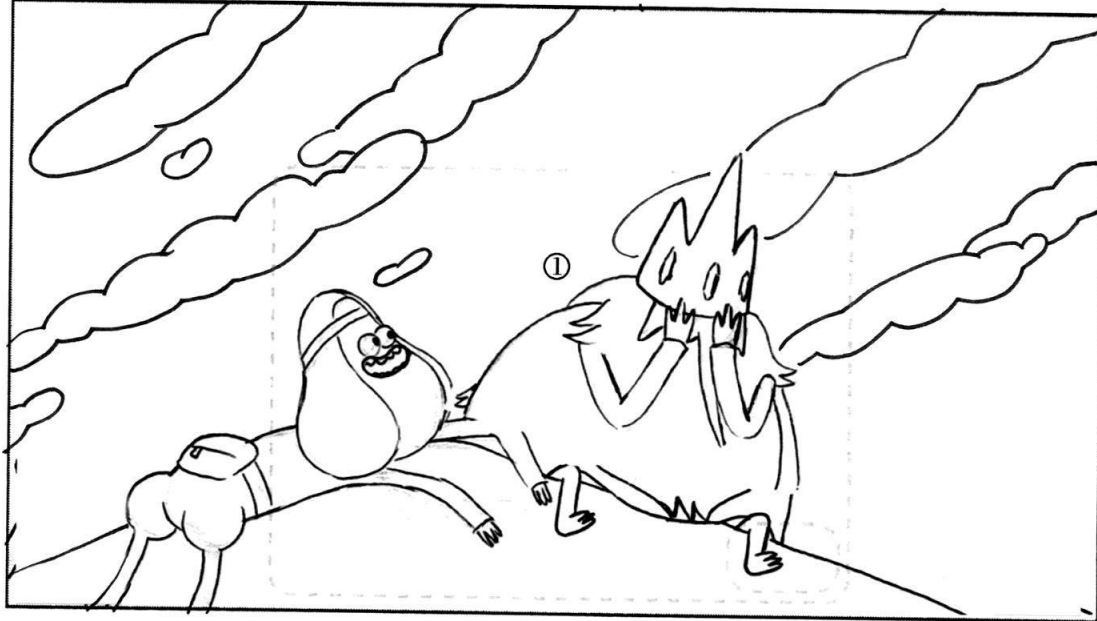
Production :

1025/174

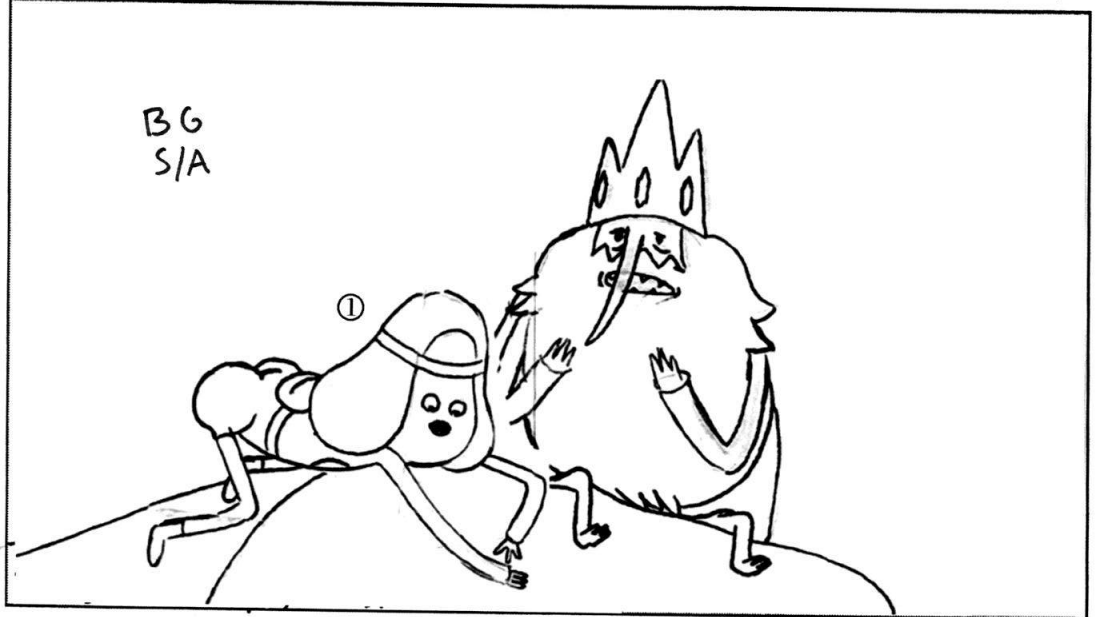
ADVENTURE TIME



Sc. 97 Pnl. A Bg. day night



Sc. 97 cont Pnl. B Bg. day night



Dialog: IK: Yeah, maybe you should.

Action:

Timing:



FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

1025/174

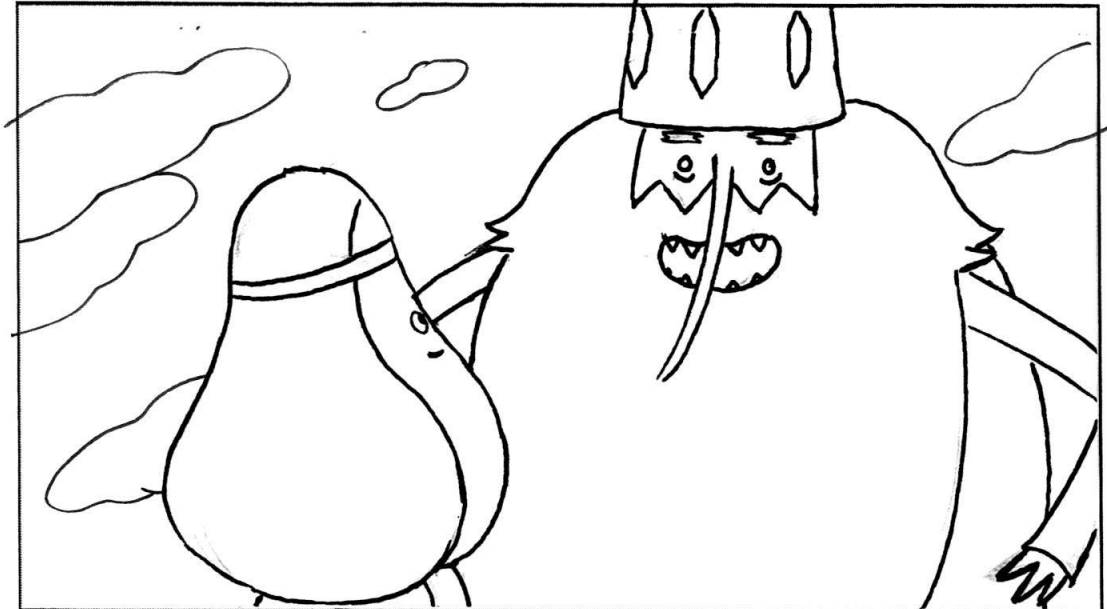
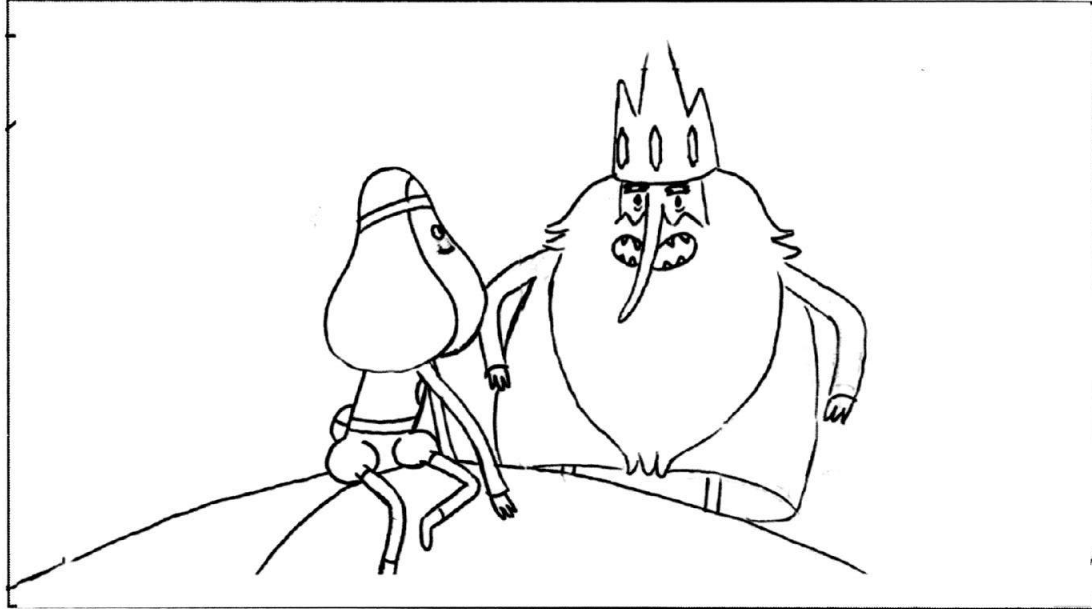
Ho Cut

ADVENTURE TIME



Page 116

Sc. *an cont* Pnl. C Bg. day night Sc. 98 Pnl. A Bg. day night



Dialog:	IK/ Hely let's switch head gear.
Action:	
Timing:	

FEB 27 2014

1025/174

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1025/174

Production :

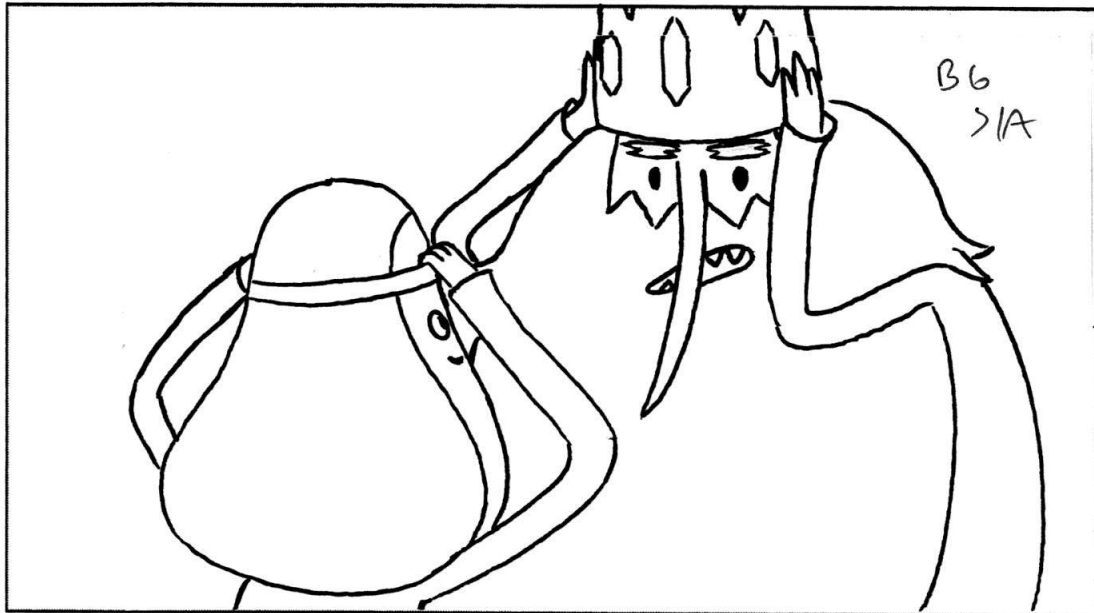
1025/174

ADVENTURE TIME

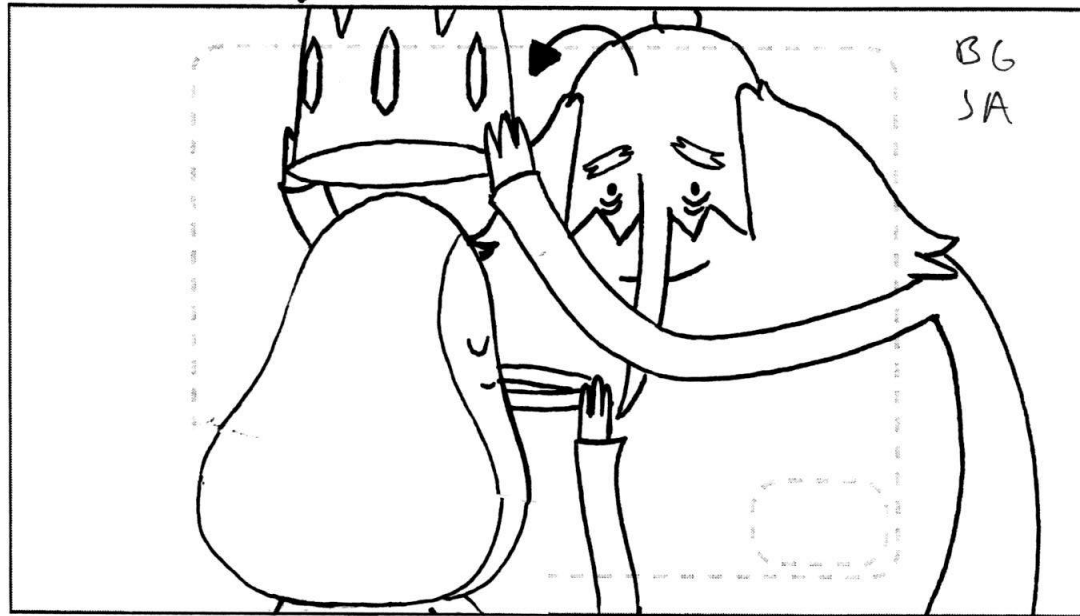


Page 117

Sc. 98 *CONT* Pnl. B Bg. day night



Sc. 98 *CONT* Pnl. C Bg. day night



Dialog:

Action:

- IK TRADES CROWN FOR ABD'S HEADBAND

FEB 27 2014

Timing:

EPISODE #

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Production :

1025/174

1025/174

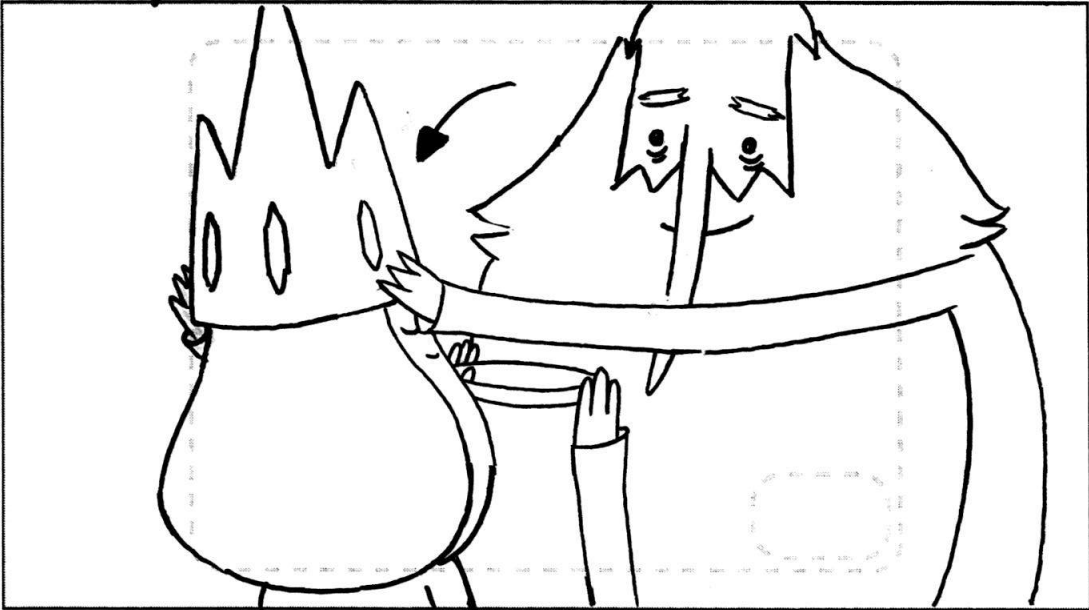
1025/174

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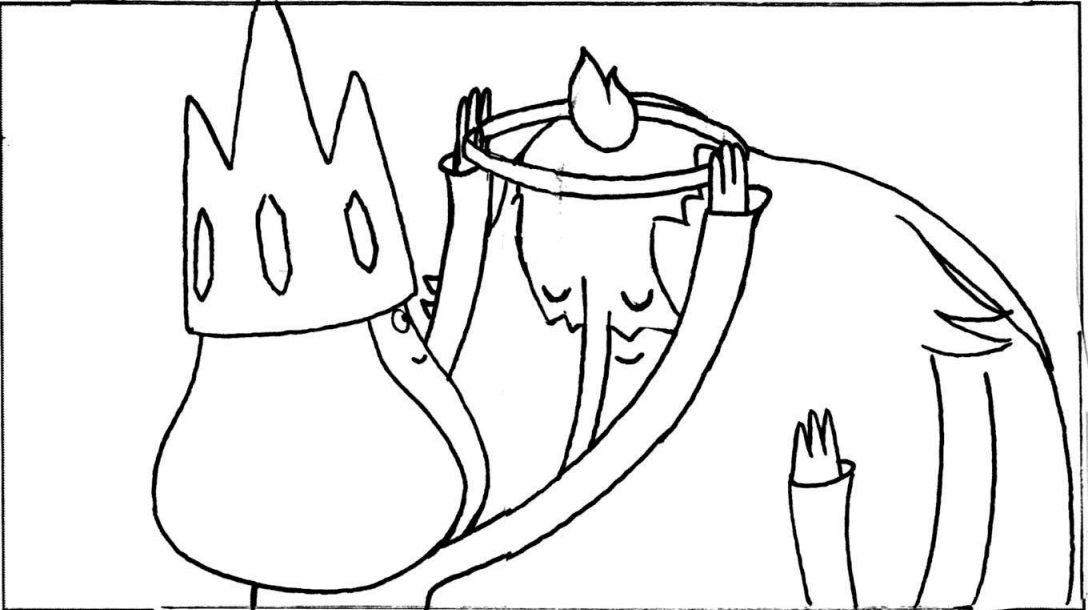
ADVENTURE TIME



Sc. 98-INT Pnl. D Bg. day night



Sc. 98-CONT Pnl. E Bg. day night



Dialog:
Action:
Timing:

FEB 27 2014

1025-174

EPISODE #

1025/174

Production :

1025/174

ADVENTURE TIME

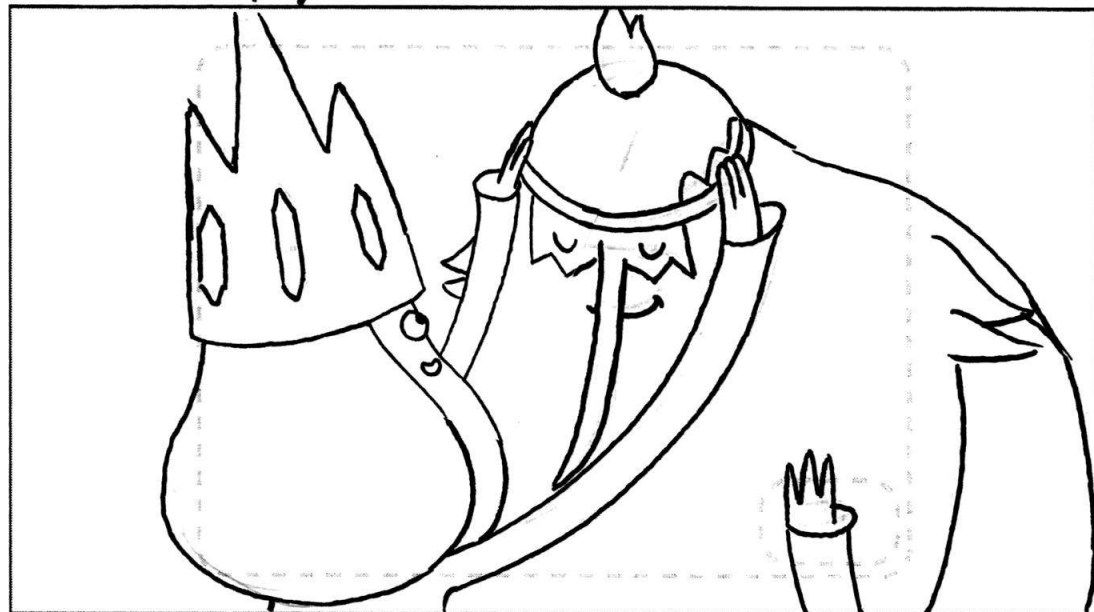


Page 119

Sc. 98 CONT Pnl. F

Bg.

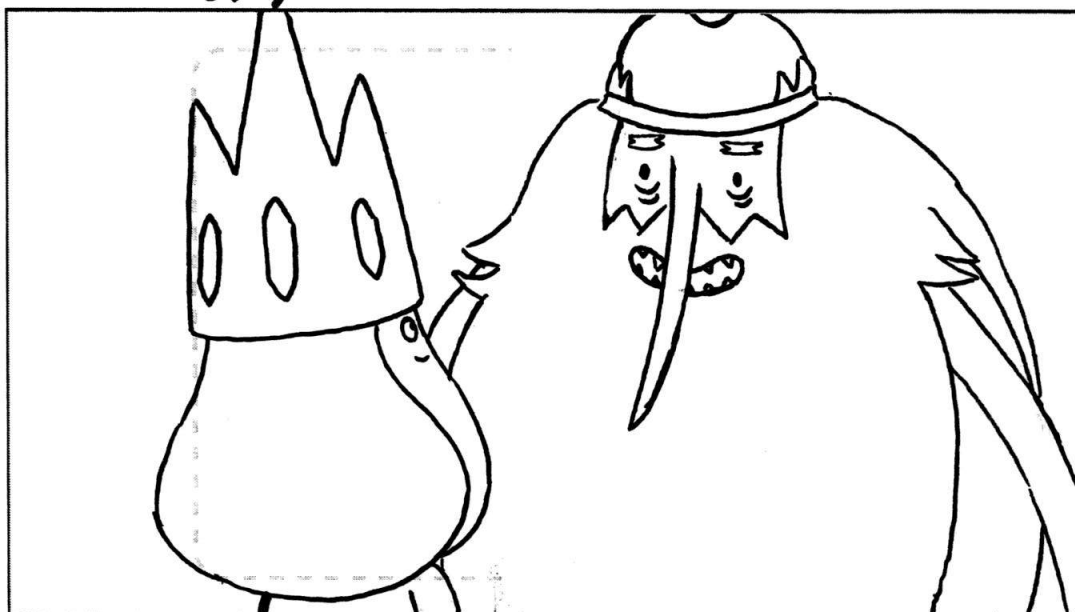
day night



Sc. 98 CONT Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

FEB 27 2014

EPISODE # 1025-171

Production :

1025/174

ADVENTURE TIME



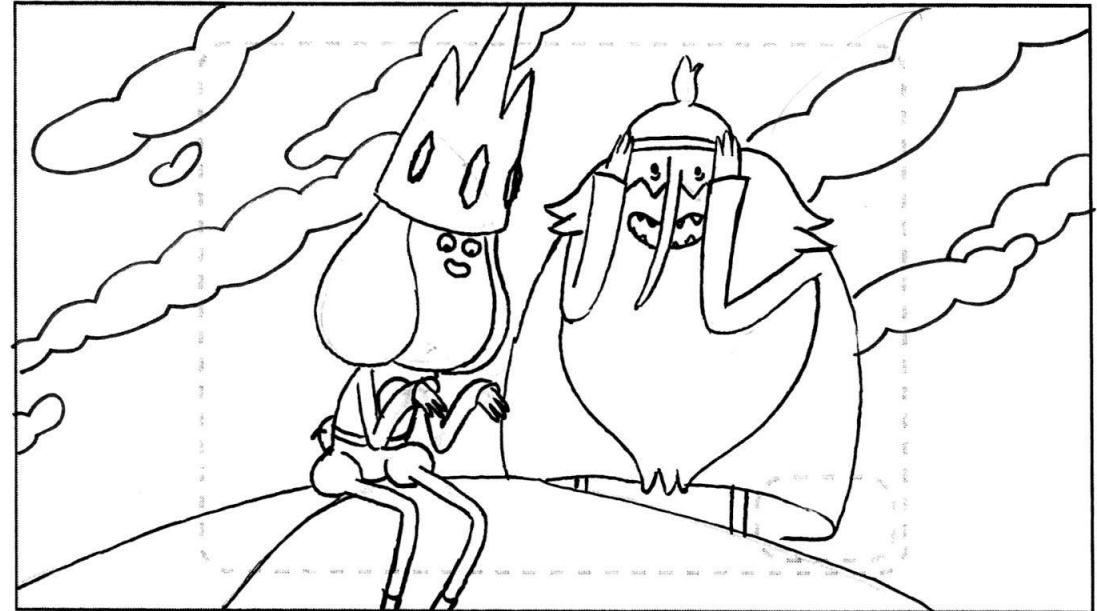
No Sc. 99

Page 120

Sc. **98 CONT** Pnl. **H** Bg. day night



Sc. **100** Pnl. **A** Bg. day night



Dialog:

IK/ Ooo it fits!

Action:

Timing:



FEB 27 2014

EPISODE # 1025-174

Production :

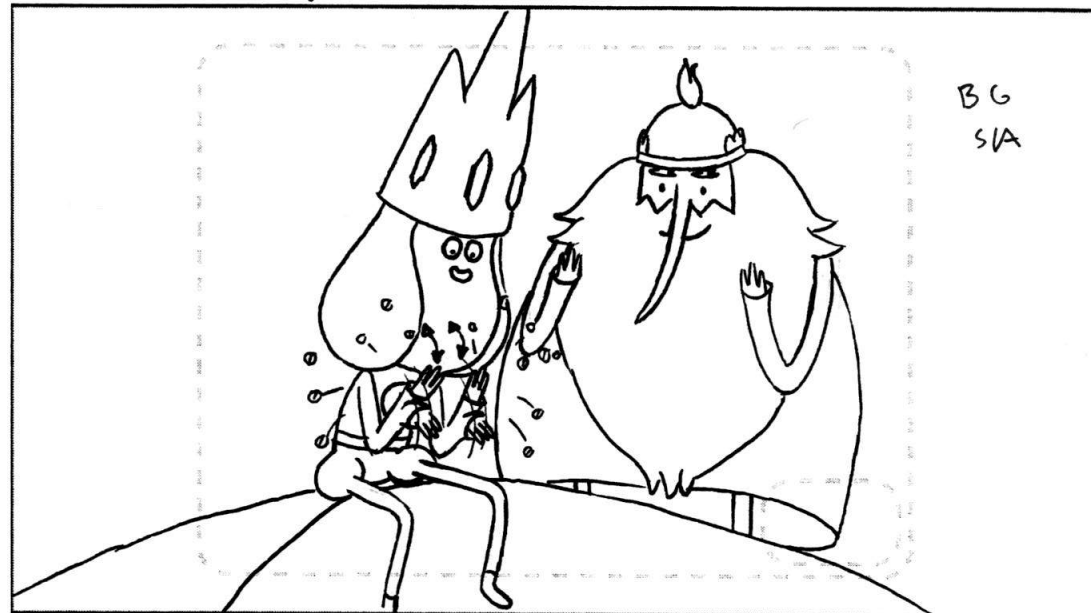
1025/174

ADVENTURE TIME

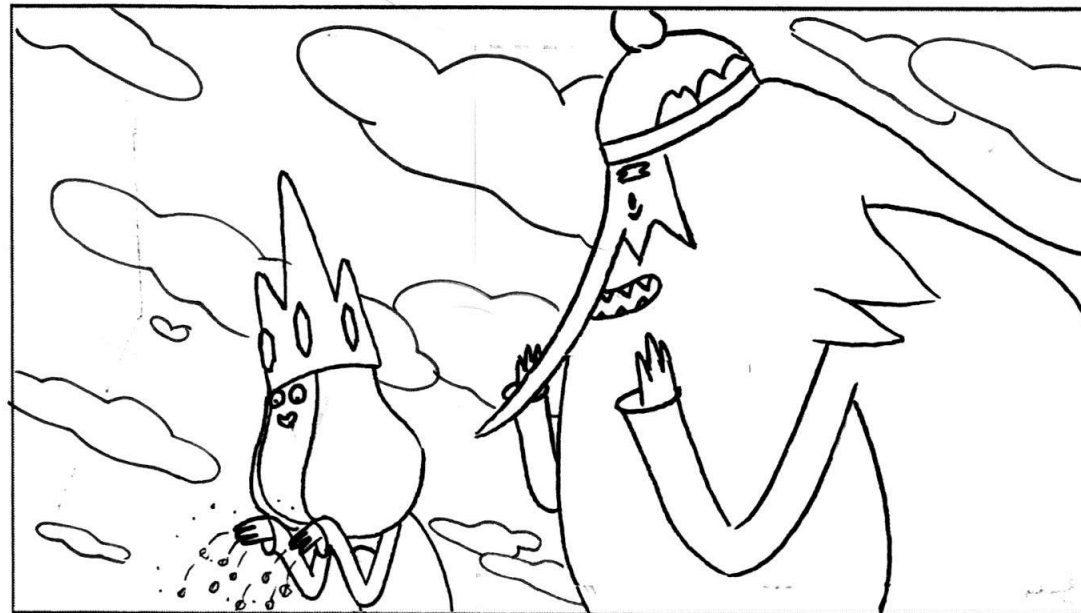


Page 121

Sc. 100 *CONT* Pnl. B Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:

ABD: WHOA.

SFX: * CLUNK-CLUNK *

Action:

- ABD practicing ice powers. - shoots
OUT SMALL ICE CHUNKS.

Timing:

IK/ Yeah girl, let the ice magic flow.



FEB 27 2014

Production :

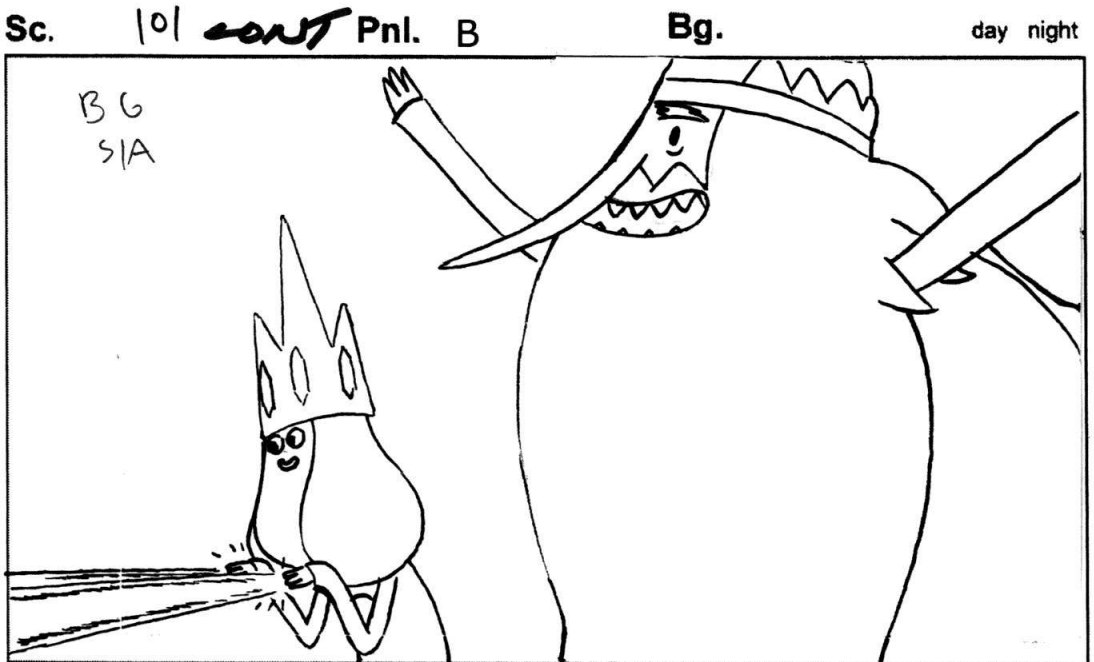
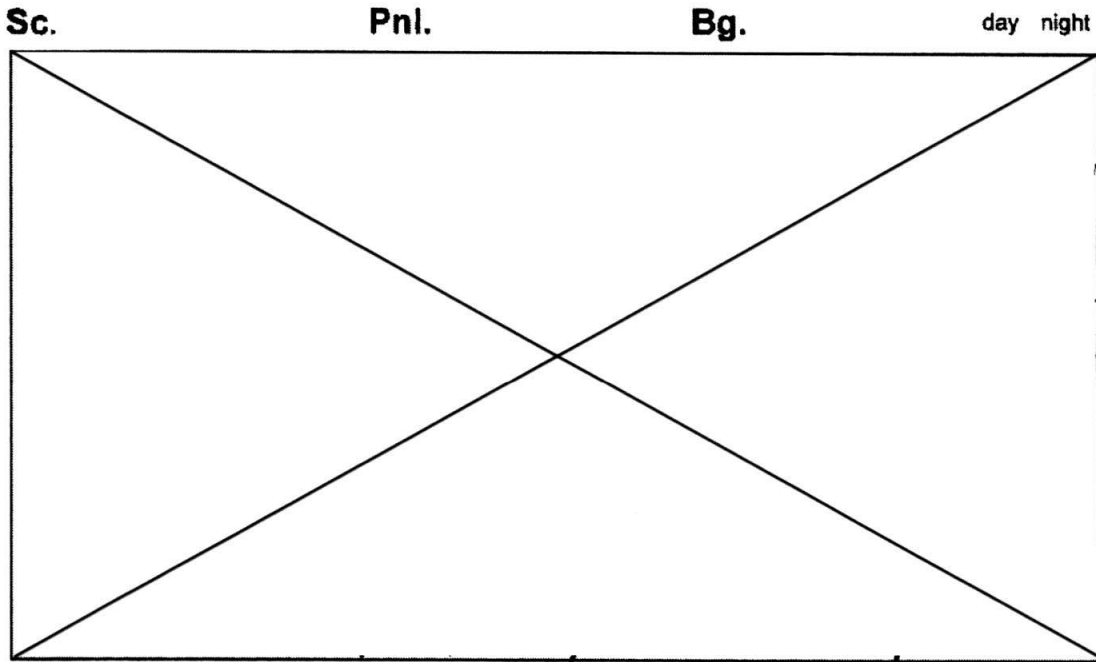
EPISODE #

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ADVENTURE TIME



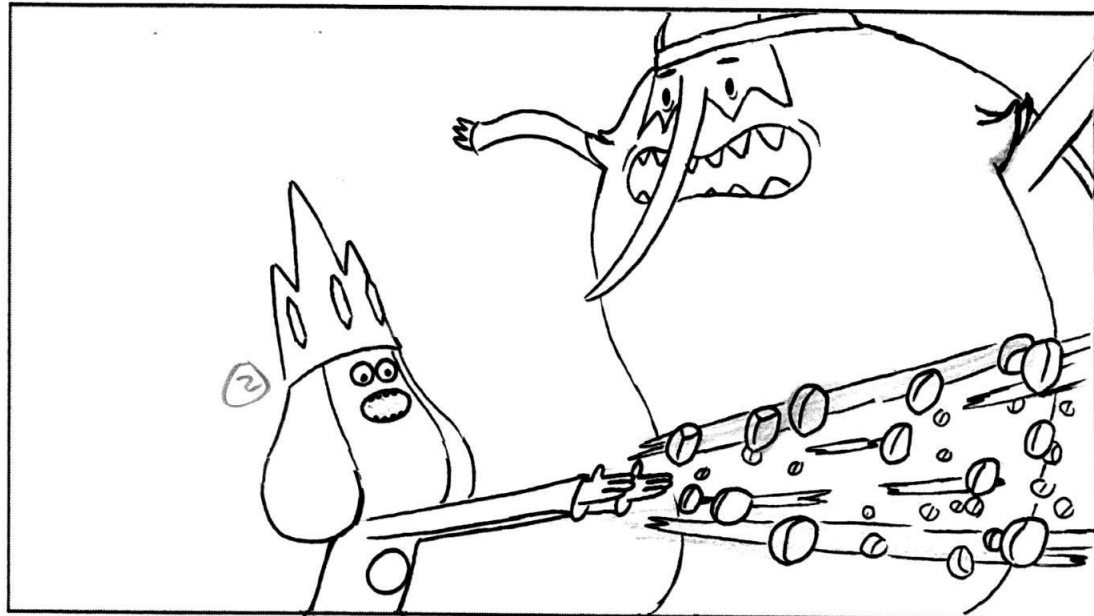
Dialog:	<u>IK</u> : BUT Be careful heh, heh.	
Action:	<u>Ik</u> stretches.	Ice blast is loud.
Timing:	FEB 27 2011	

ADVENTURE TIME

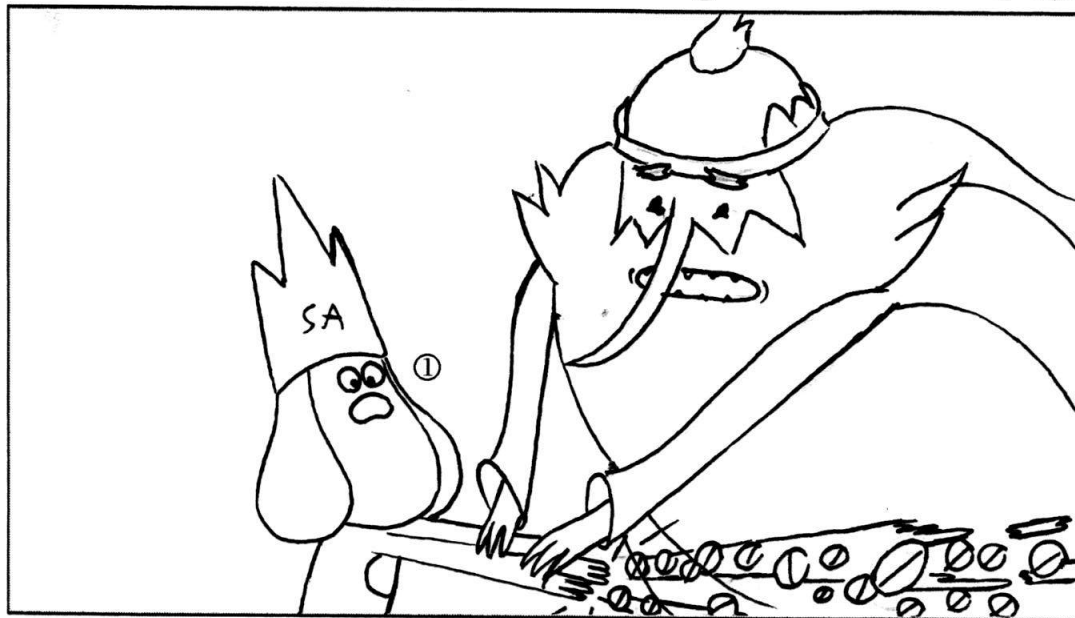


Page 123

Sc. 101 CONT Pnl. C Bg. day night



Sc. 101 CONT Pnl. D Bg. day night



Dialog:

ABD: WHAT!!

IK: OH!!!

Action:

IK dodges ice blast.

Timing:



IK lowers ABD arms.

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Production :

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1025/174

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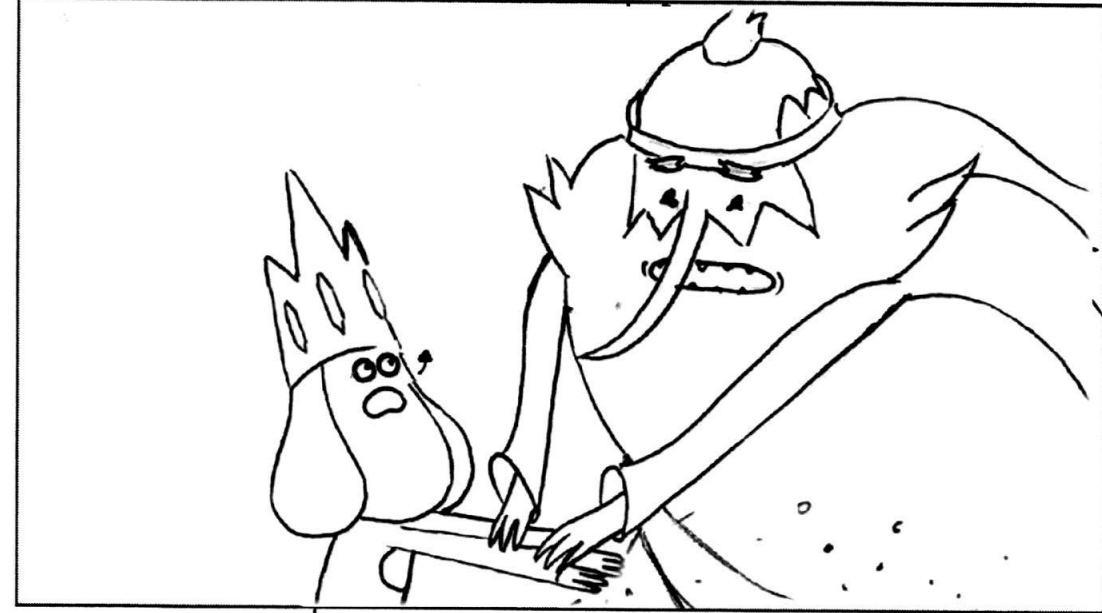
ADVENTURE TIME



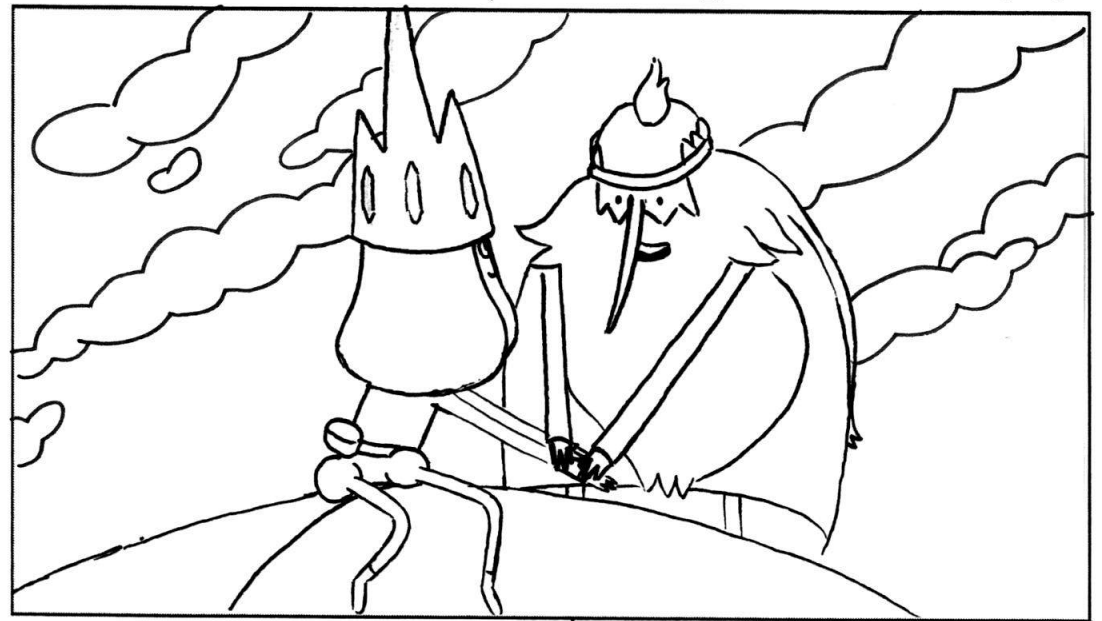
HW
Cust

Page 124

Sc. 101 *cont* Pnl. E Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:	<i>IK: Not me.</i>
Action:	
Timing:	FEB 27 2011

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1025/174

Production :

1025/174

ADVENTURE TIME



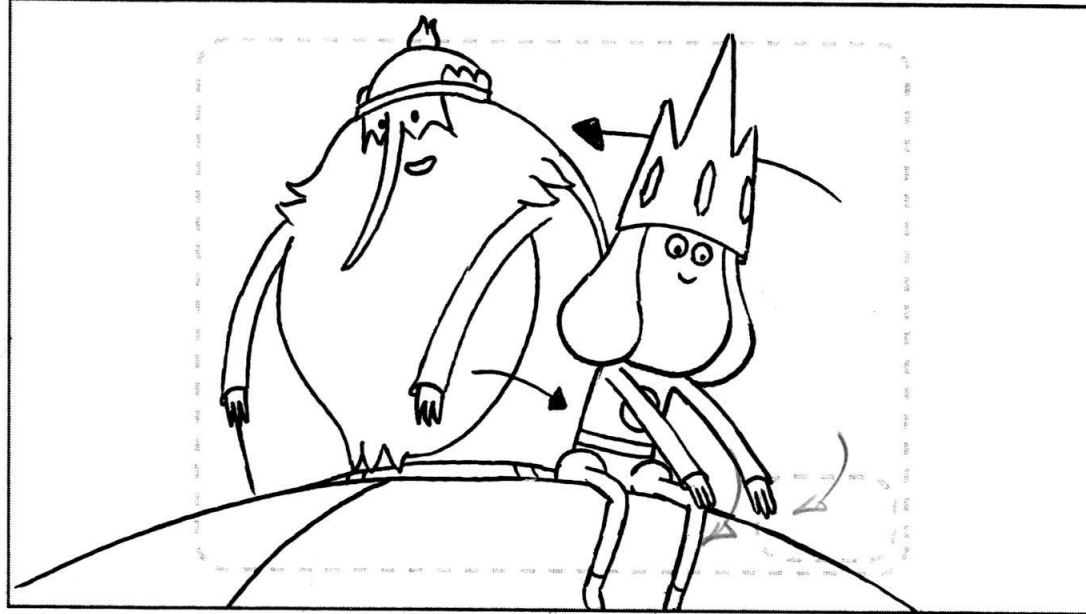
Page 125

Handwritten initials: Hu, Art

Sc. 102 *cont* Pnl. B

Bg.

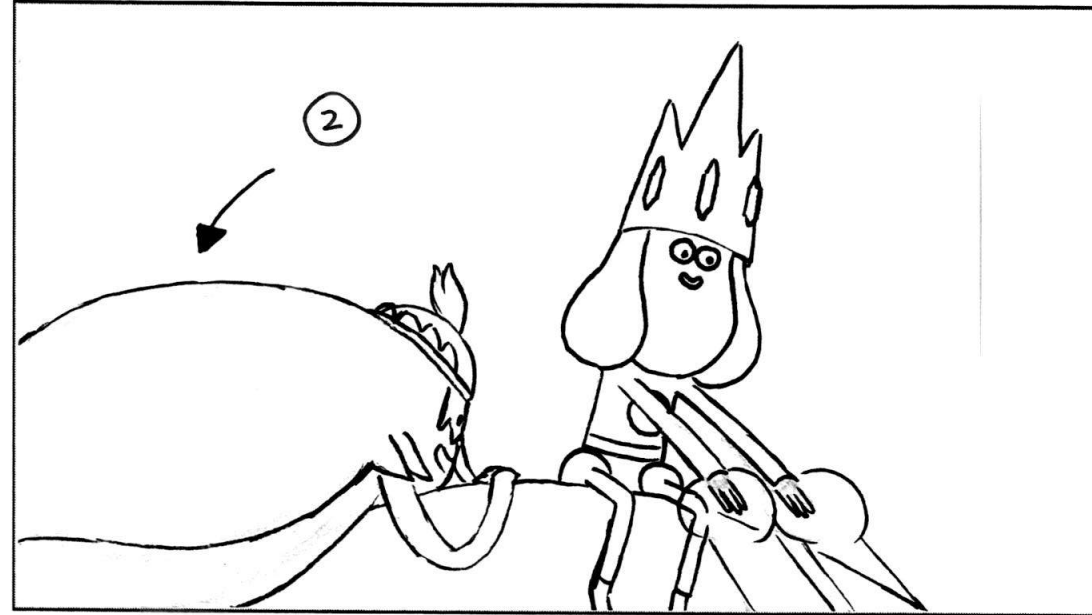
day night



Sc. 102 *cont* Pnl. C

Bg.

day night



Dialog:

IK: Not me...

Action:

says it twice.
ABD slides over.

Timing:



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Production :

1025/174

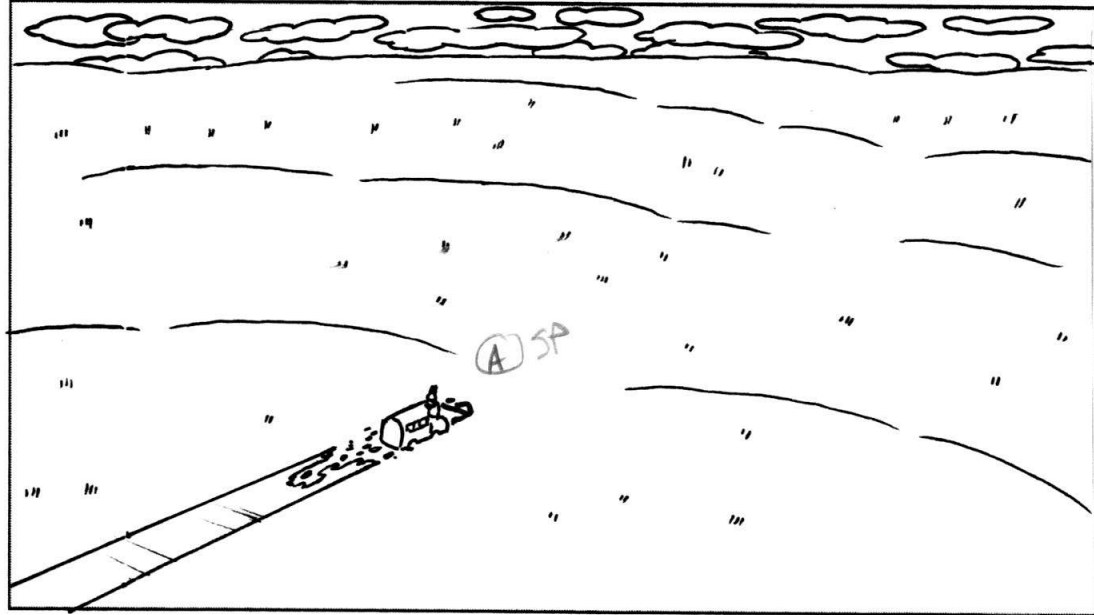
1025/174

ADVENTURE TIME

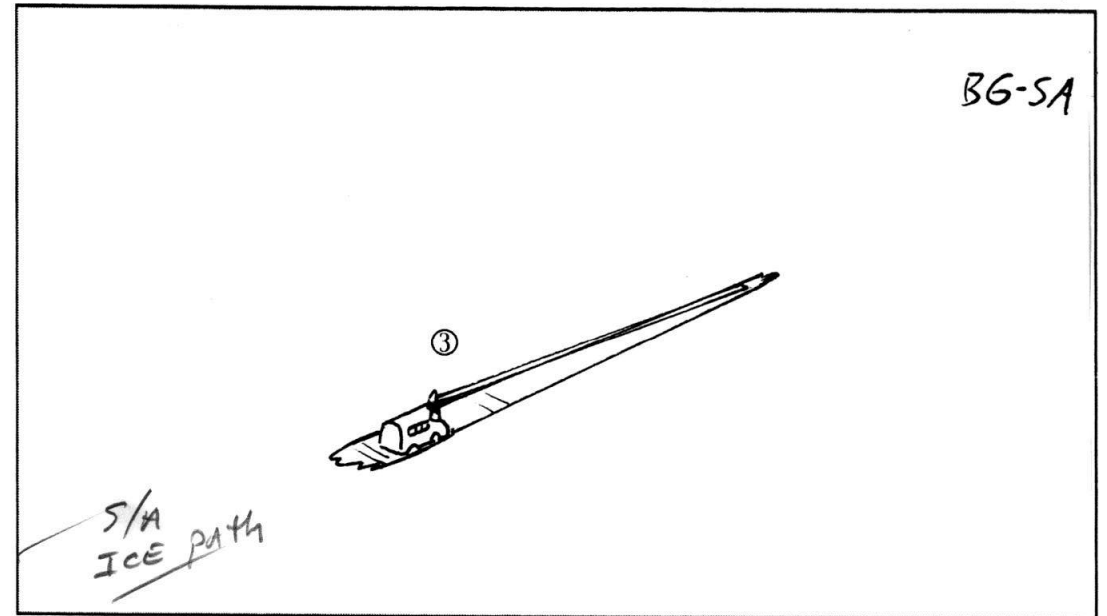


Page 126

Sc. 103 Pnl. A Bg. day night



Sc. 103 *CONT* Pnl. B Bg. day night



Dialog:

Action:

Timing:



SFX: * CHYUUX *

- ABD RESUMES CREATING ICE ROAD.



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Production :

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1025/174

1025/174

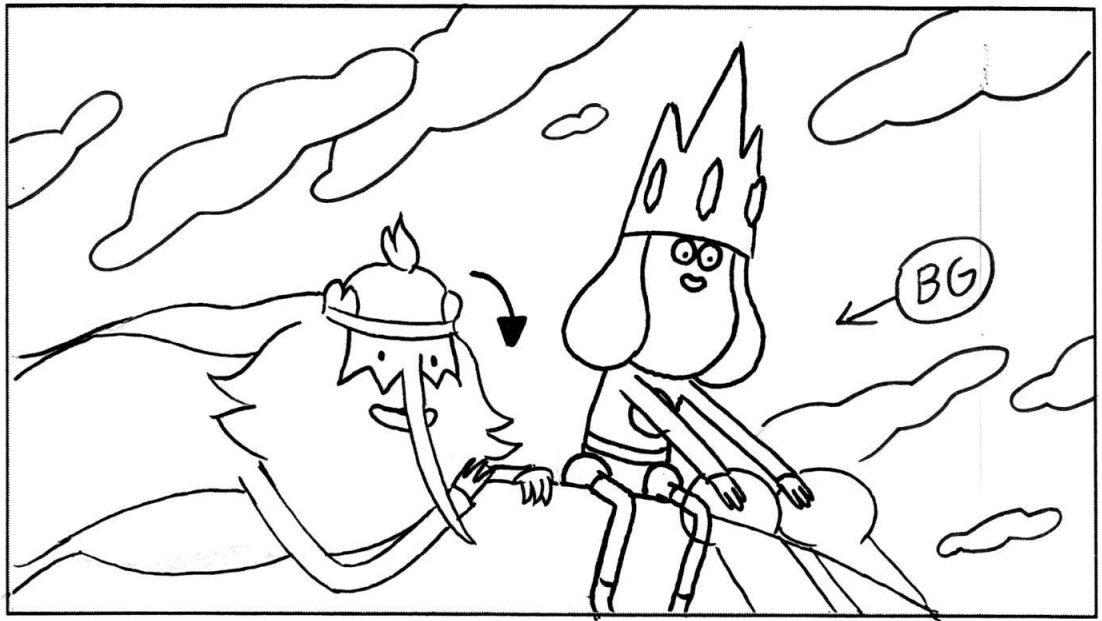
Ho
cut

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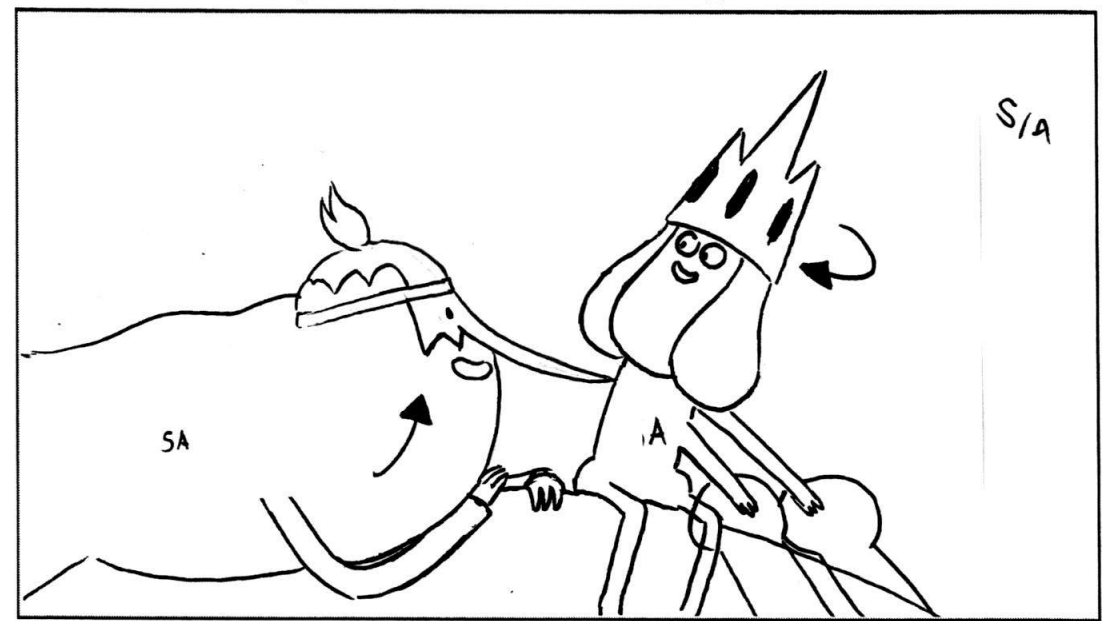
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 *cont* Pnl. B Bg. day night



Dialog:	<u>IK</u> : Ni-ice ice road.		<u>ABD</u> : Thanks.
Action:	IK looks over at road.		
Timing:			

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1025/174

Production :

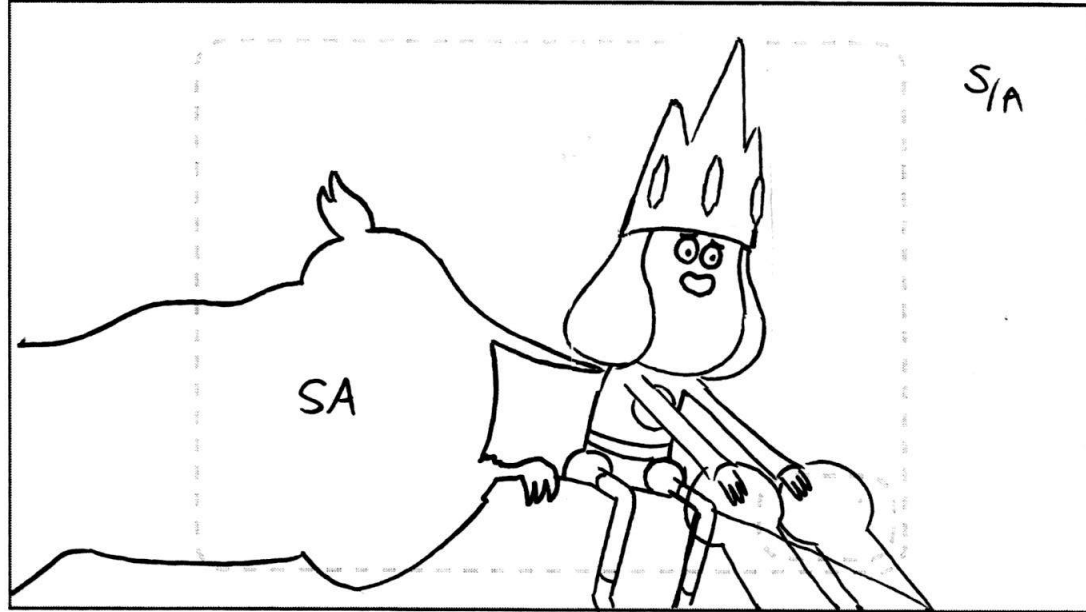
1025/174

ADVENTURE TIME

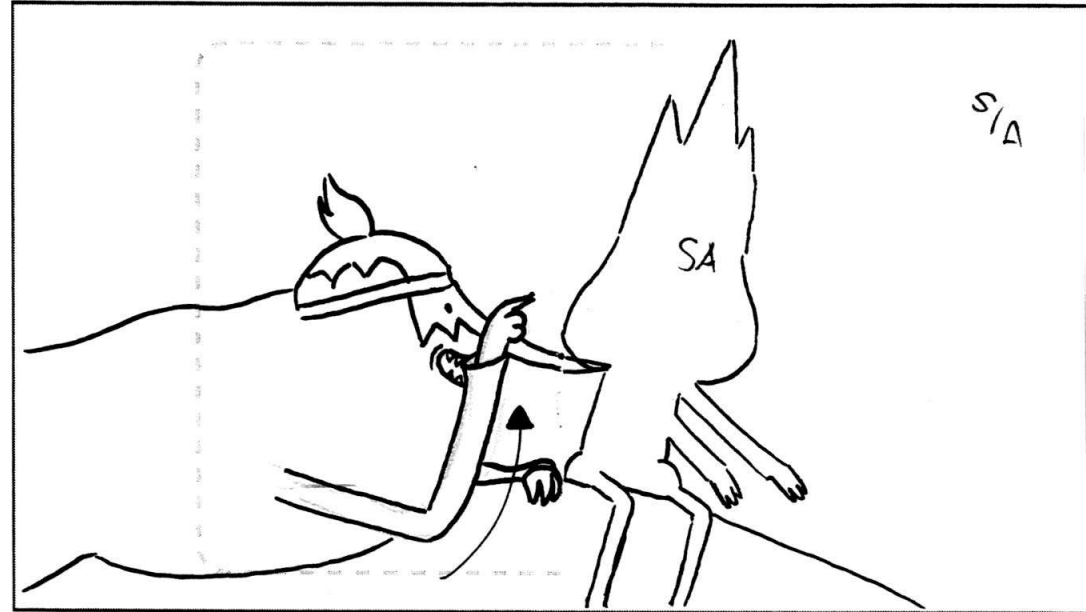


Page 128

Sc. 104 *CONT* Pnl. C Bg. day night



Sc. 104 *CONT* Pnl. D Bg. day night



Dialog: ABD: Hey! I don't think we're moving.

IK: Hold on!

Action:

Timing:

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1025/174

Production :

1025/174

1025/174

ADVENTURE TIME

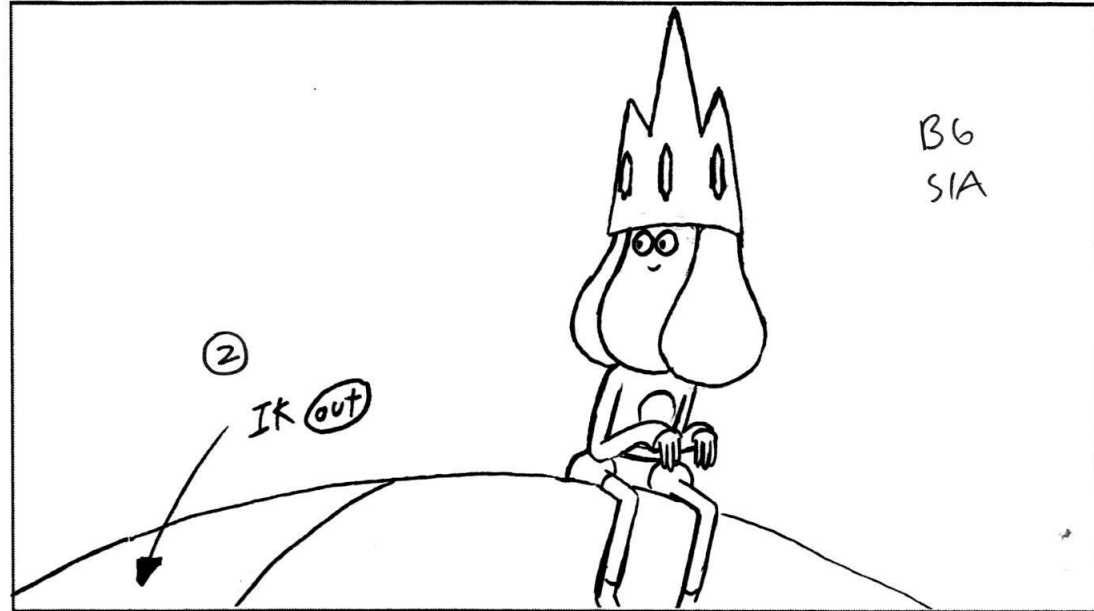


Page 129

Sc. 104 CONT Pnl. E

Bg.

day night

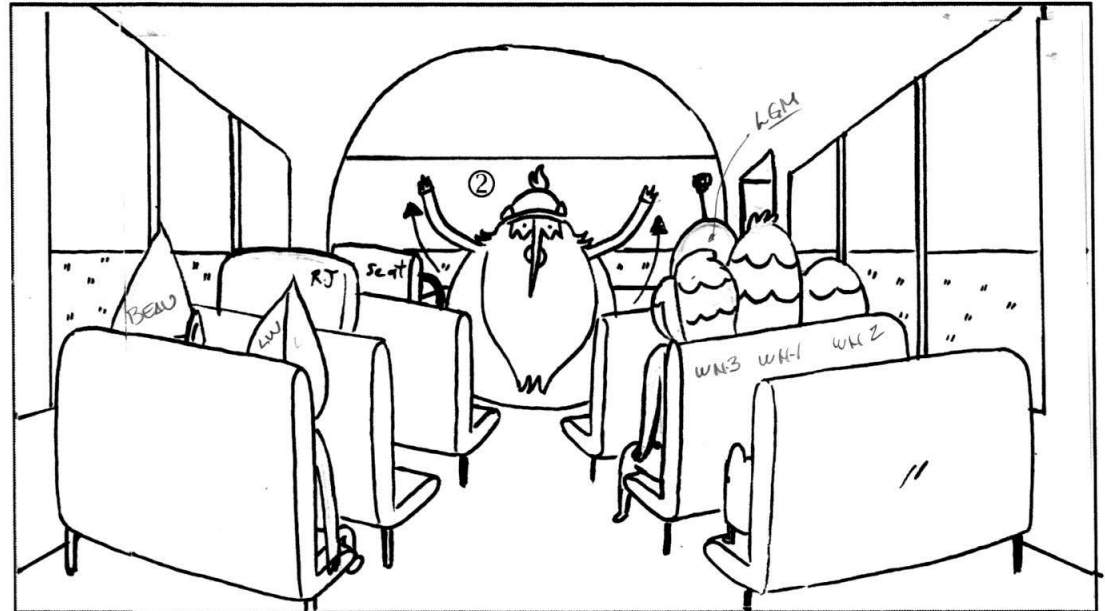


Sc. 105

Pnl. A

Bg.

day night



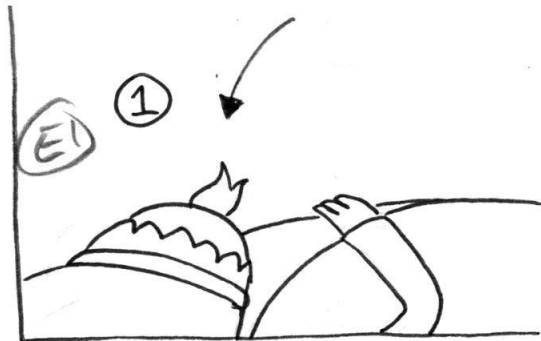
Dialog:

IK: EVERYONE, Time to poo — ooosh!!
the bus.

Action:

- IK CLIMBS OFF/S

Timing:



FFD 07 2014

Production :

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1025/174

1025/174

1025/174

Ho
Cut

ADVENTURE TIME



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04/07/14

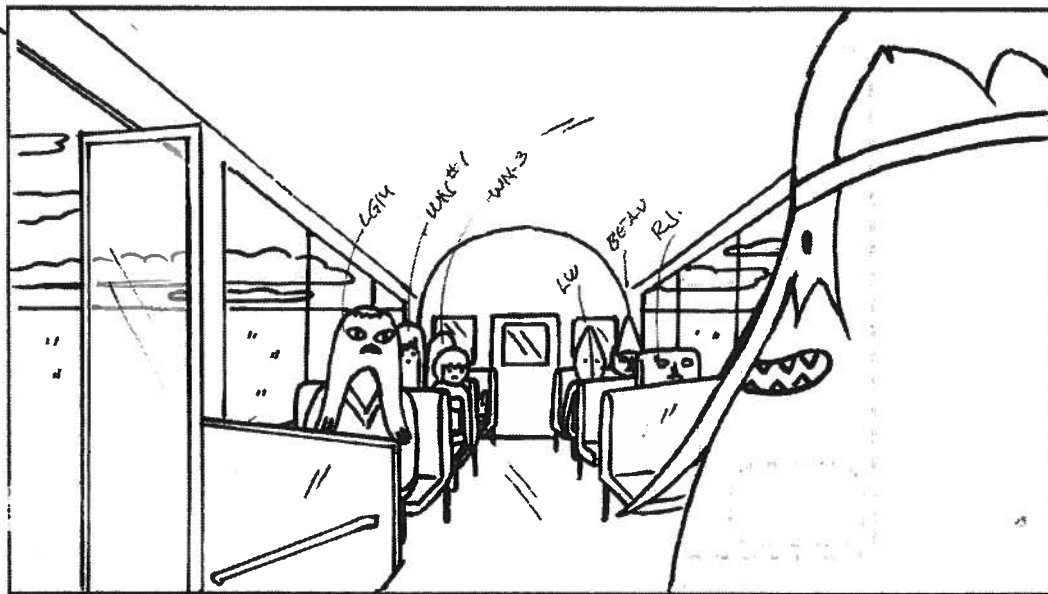
Page 30

Sc. 104

Pnl. A

Bg.

day night

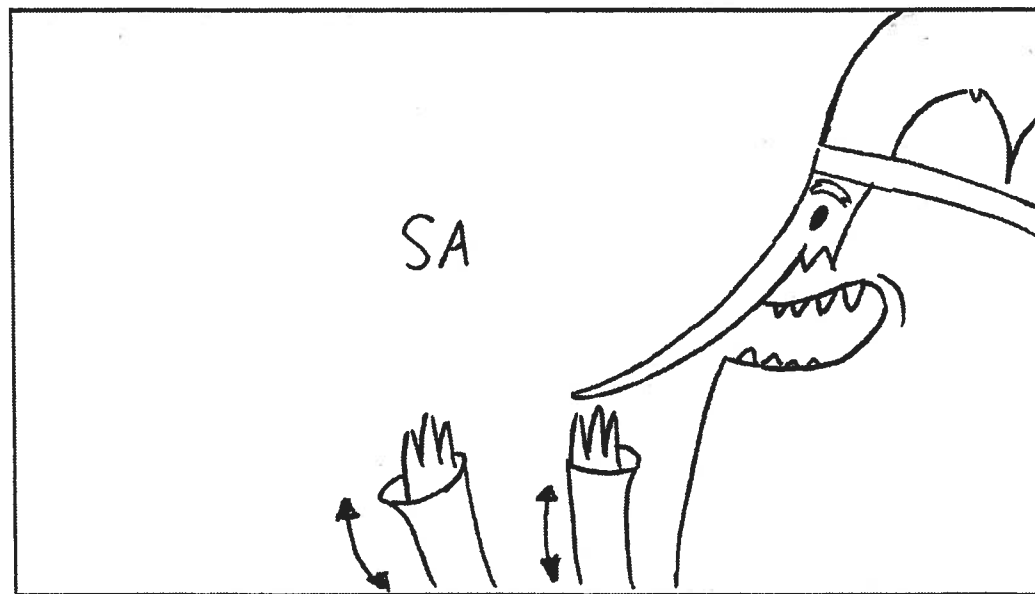


Sc.

106 cont Pnl. B

Bg.

day night



Dialog:

L.G.M.: EH. I DON'T REALLY
WANT TO...

IK: Come on! DESTINY!

Action:

FEB 27 2014

Timing:

Production :

EPISODE # 1025-171

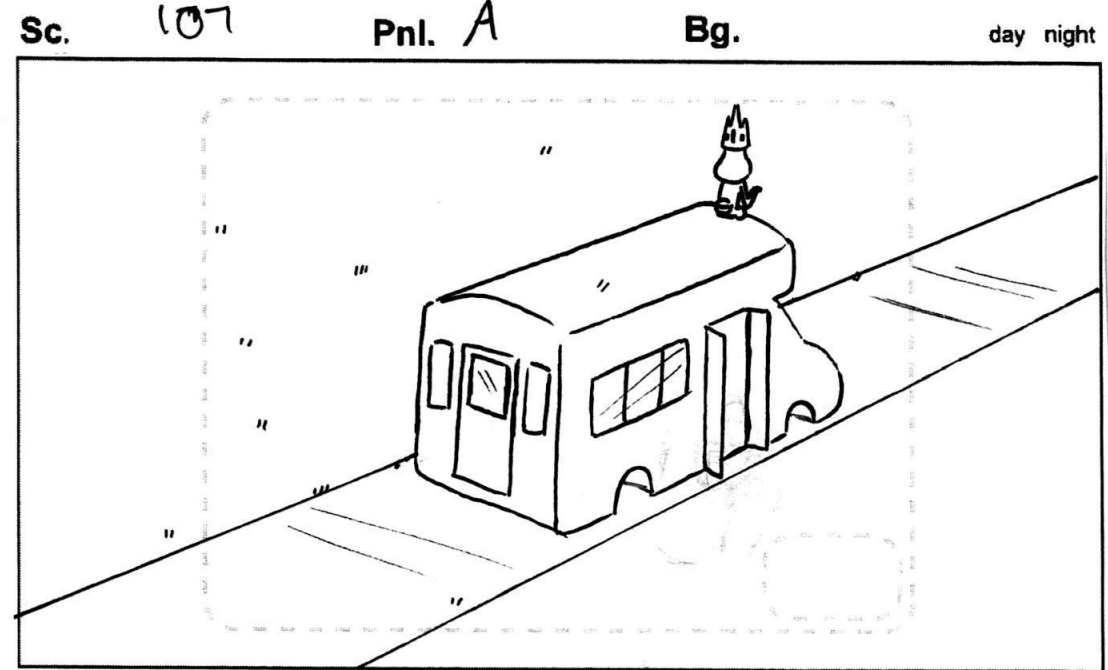
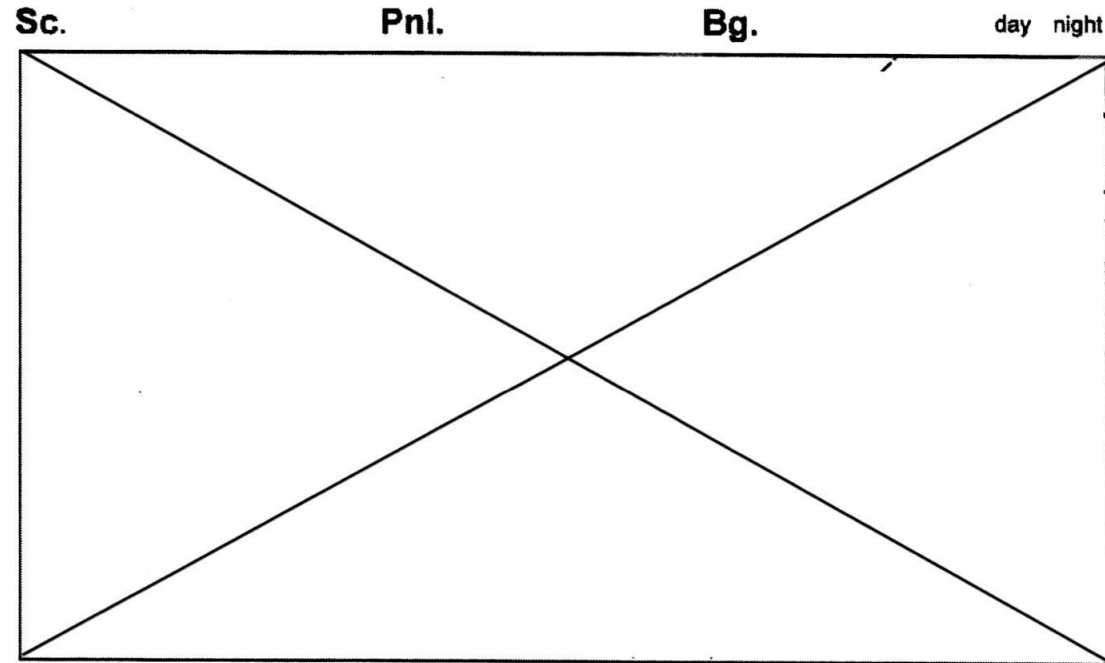
1025/174

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ADVENTURE TIME



Page 131



Dialog:

WIZARDS: [Grumbling]

Action:

Timing:

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Production :

1025/174

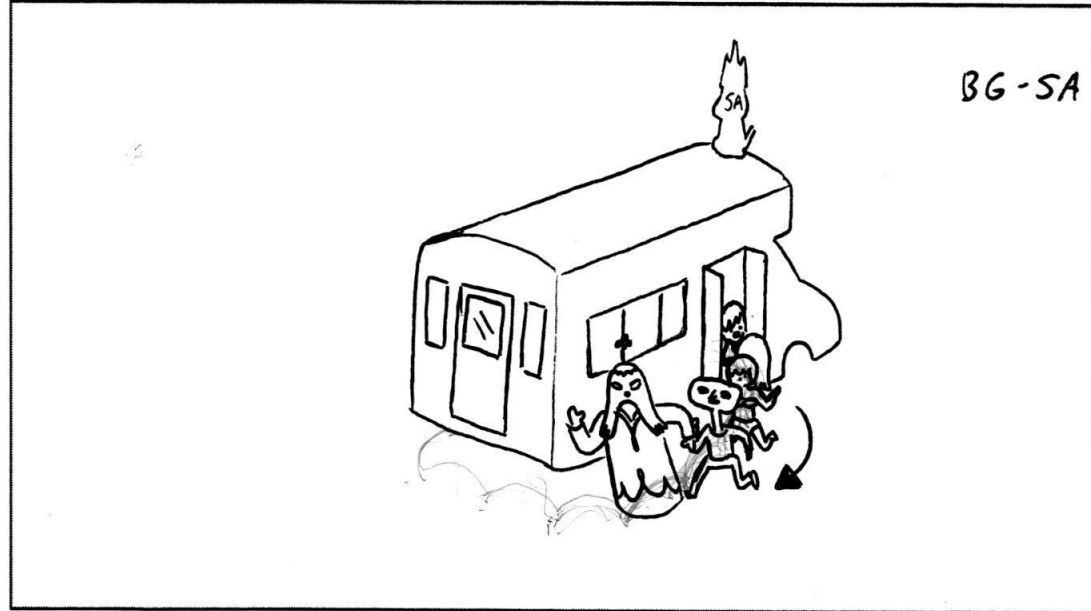
1025/174

ADVENTURE TIME

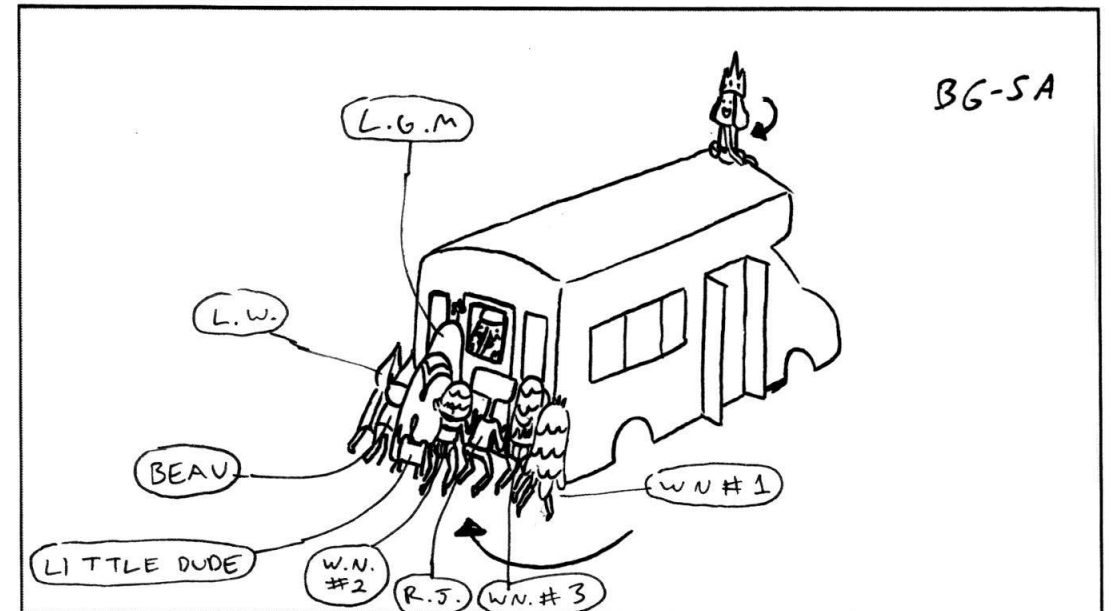


Page 132

Sc. 107 CONT Pnl. B Bg. day night



Sc. 107 CONT Pnl. C Bg. day night



Dialog:

Ik: Pooo-ooosh!

DETAIL:

① Pos B



② Pos C



DX I.K. ON
AS HE WALKS IN

Action:

- WIZARDS RUN OFF OF BUS.

Timing:

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Production :

1025/174

ADVENTURE TIME



Hy Cut

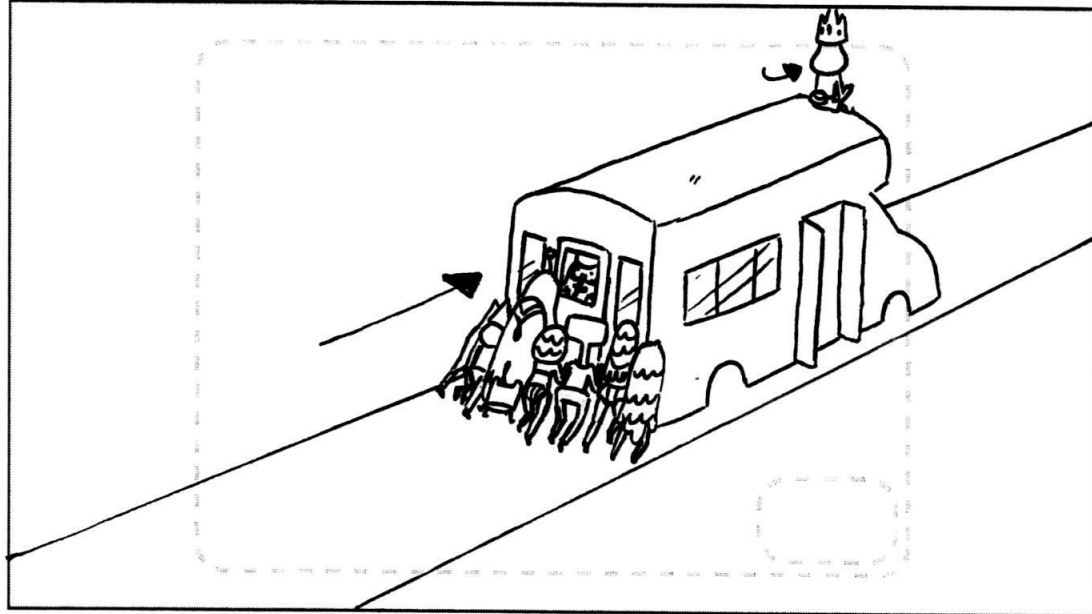
Page 133

Hy Cut

Sc. 107 CONT Pnl. D

Bg.

day night

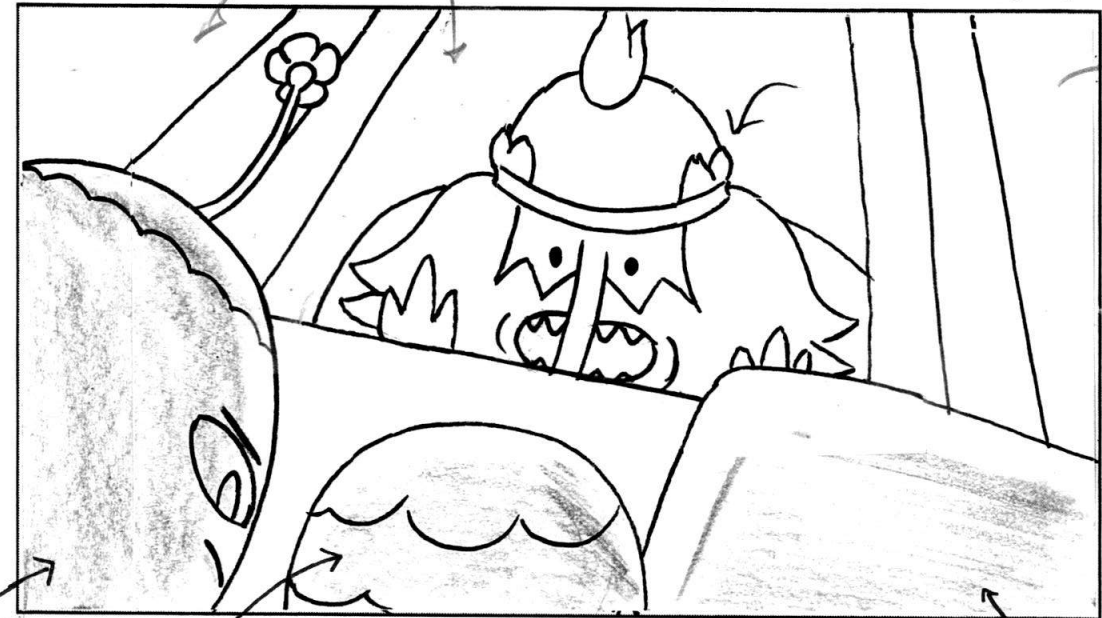


Sc. 108

Pnl. A

Bg.

day night



BUS WINDOW

Dialog:

WIZARDS: * STRAINING *

L.G.M.

IK:

OK Back on the bus!!
Back on the bus!!

RON JAMES

Action:

Bus moves forward.

WATER NYMPH #2



SP

FEB 27 2014

Timing:

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1025/174

Production :

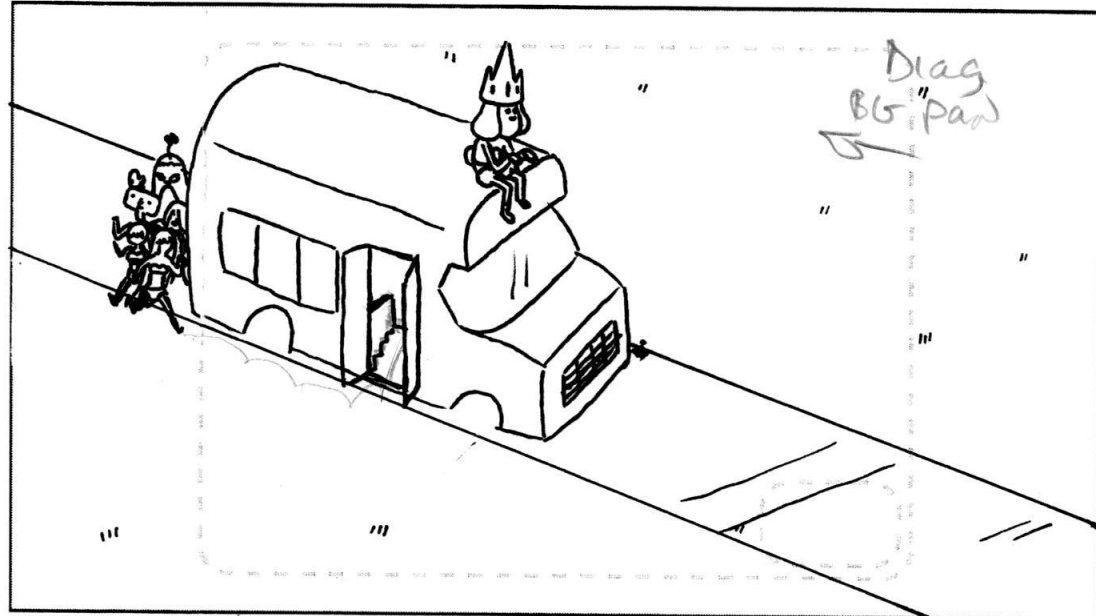
1025/174



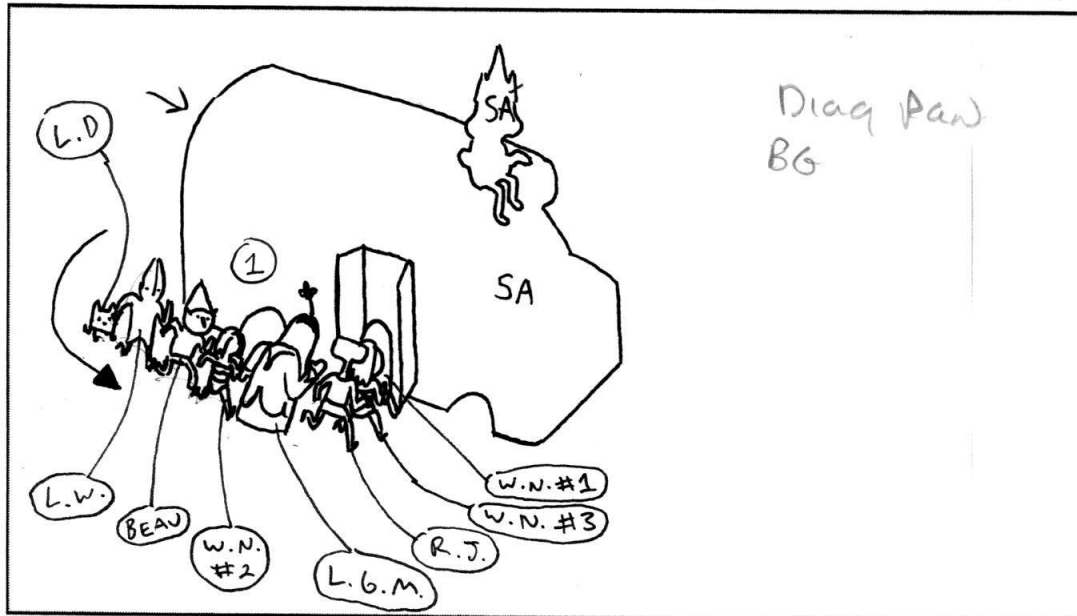
ADVENTURE TIME

Page 134

Sc. 109 Pnl. A Bg. day night



Sc. 109 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:

FEB 27 2014

- WIZARDS PILE BACK ONTO BUS



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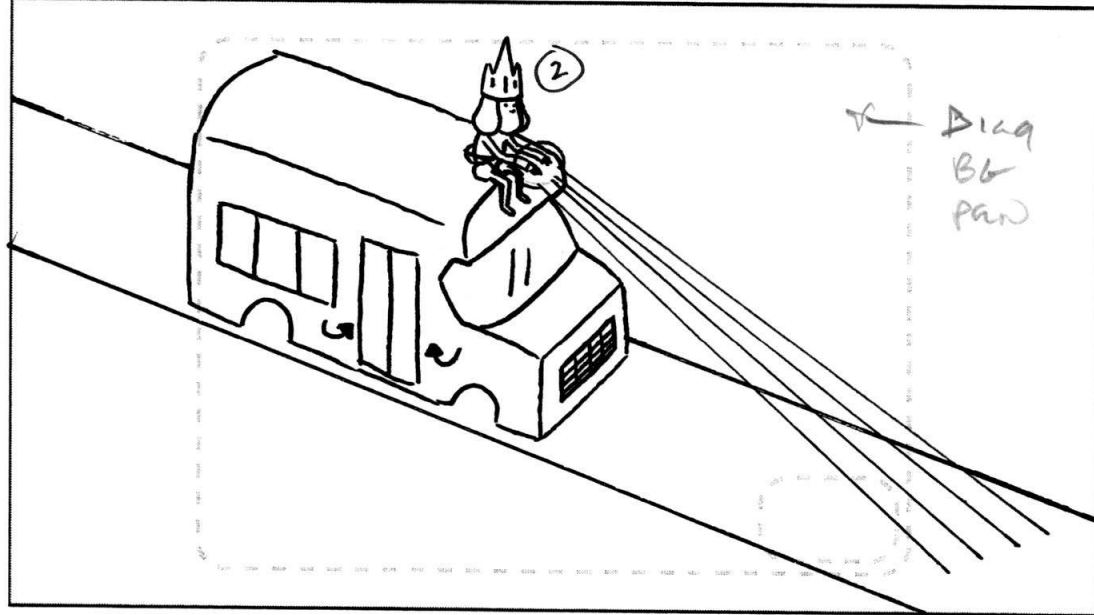
ADVENTURE TIME



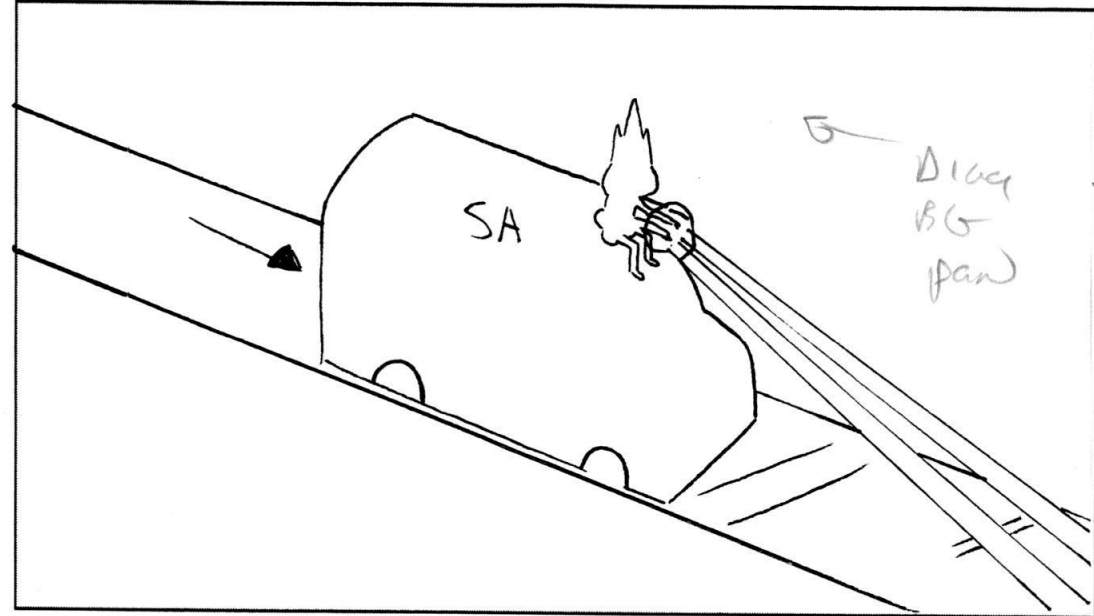
NO SC
110

Page 135

Sc. 109 CONT Pnl. C Bg. day night



Sc. 109 CONT Pnl. D Bg. day night



Dialog:

Action:

Timing:



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Production :

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ADVENTURE TIME



Handwritten signature/initials

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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
111	A			

Dialog:

Action:

Timing:

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1025/174

Production :

1025/174

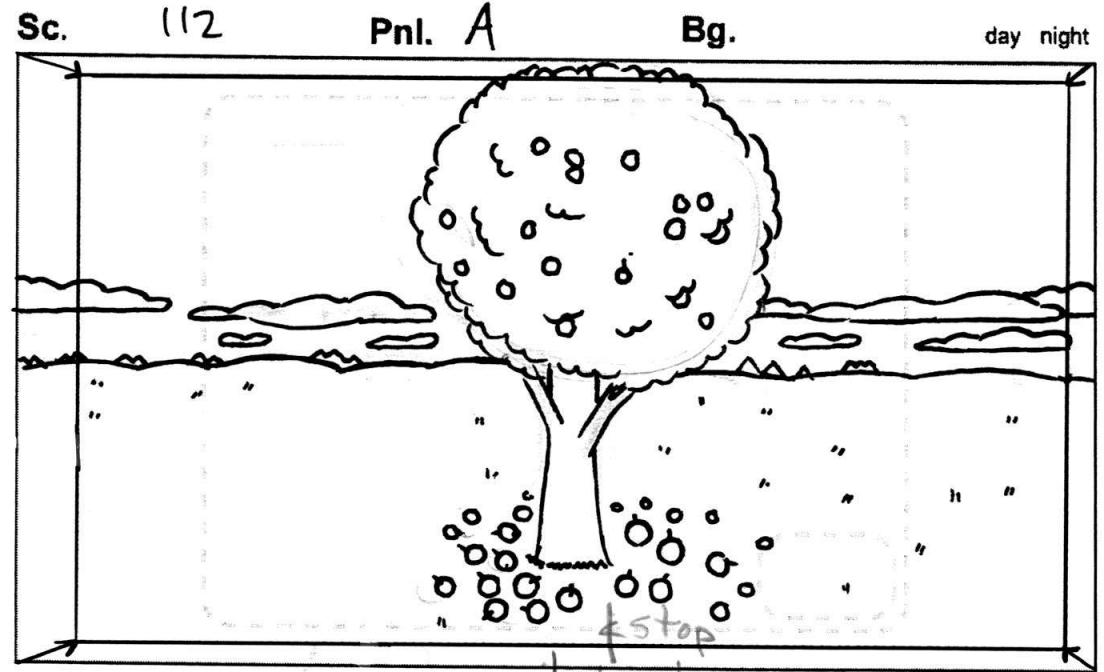
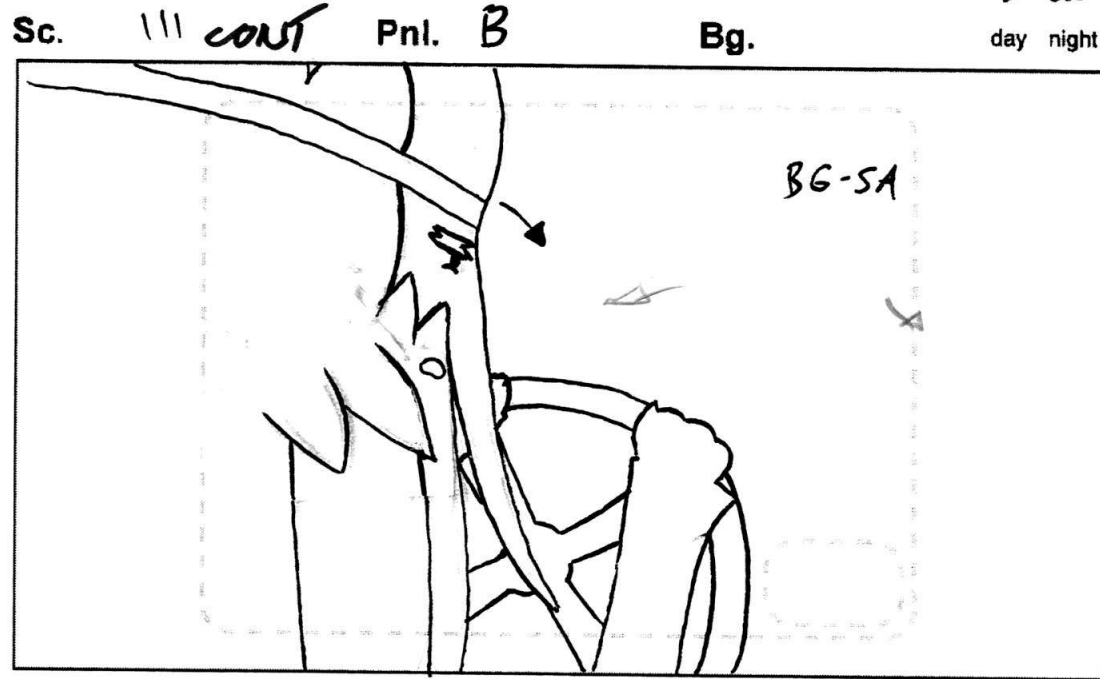
ADVENTURE TIME



Hu
cut

Page 137

Hu
cut



Dialog:	IK/ Huh?	IK (o.s.)/ Ooo a crabapple tree!
Action:	- IK SQUINTS AND LEANS FORWARD.	
Timing:		

slow Drift truck in

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1025/174

Production :

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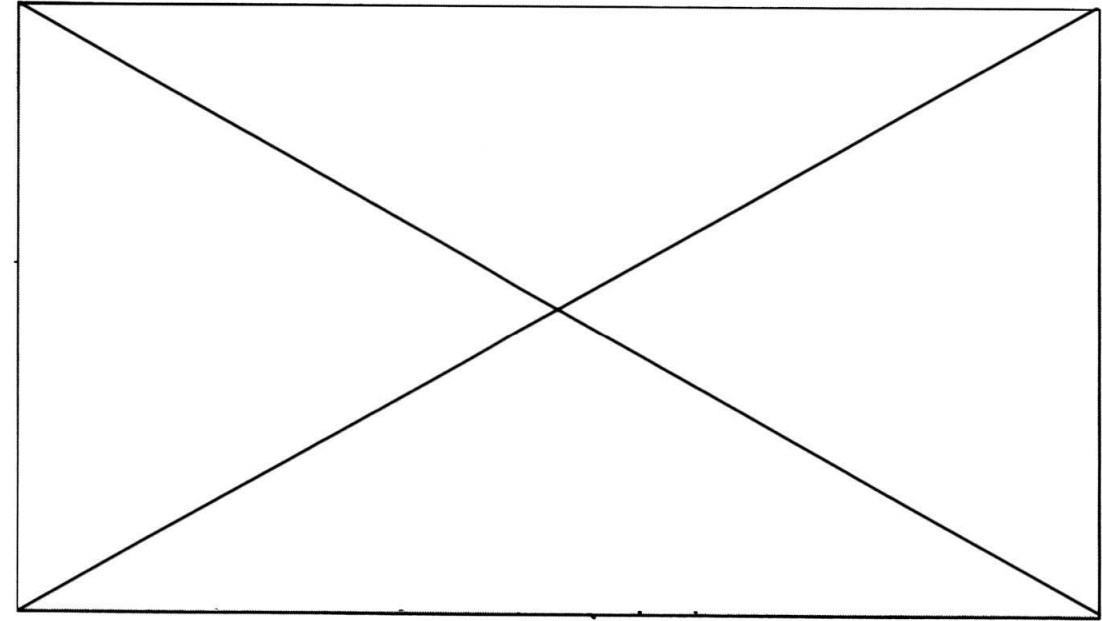
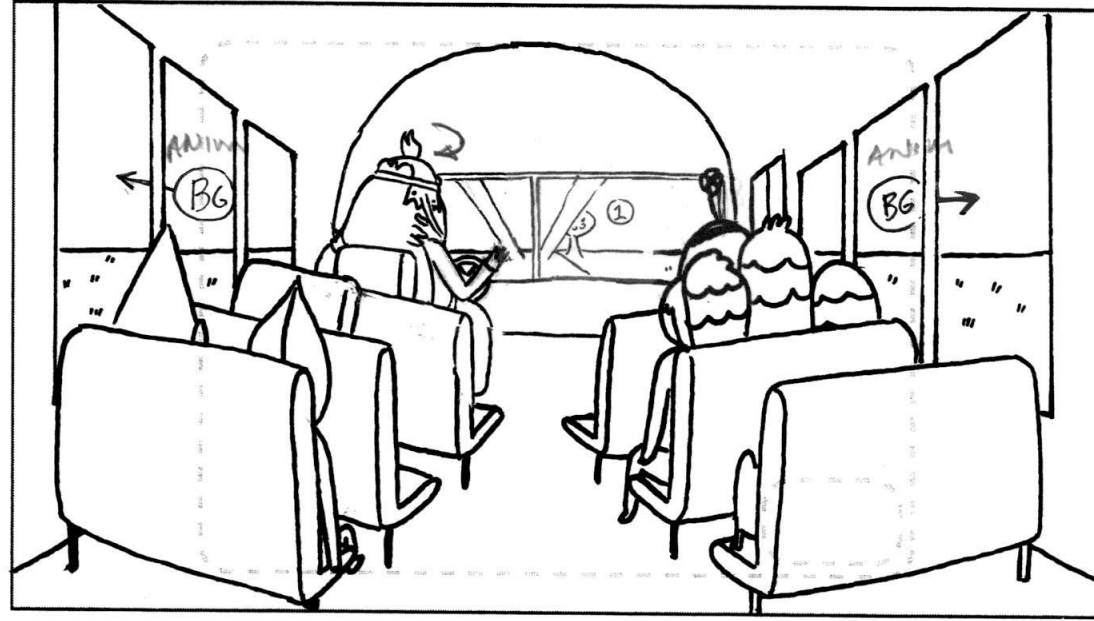
Cut

ADVENTURE TIME

Ho
Cut

Page 138

Sc. 113 Pnl. A Bg. day night Sc. No Sc. 114 Pnl. Bg. day night



Dialog: IK: Giuseppe, make yourself useful and grab us some of them crabapples.

Action:

Timing:

SP

A1

A2

S/A

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EPISODE # 1025-174

1025/174

Production :

1025/174

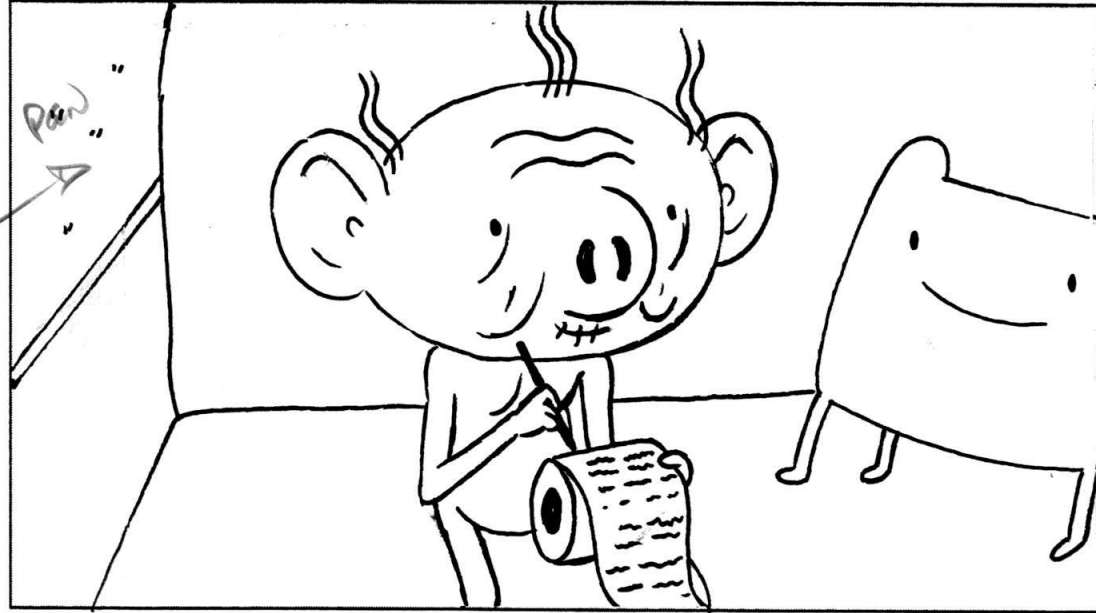
1025/174

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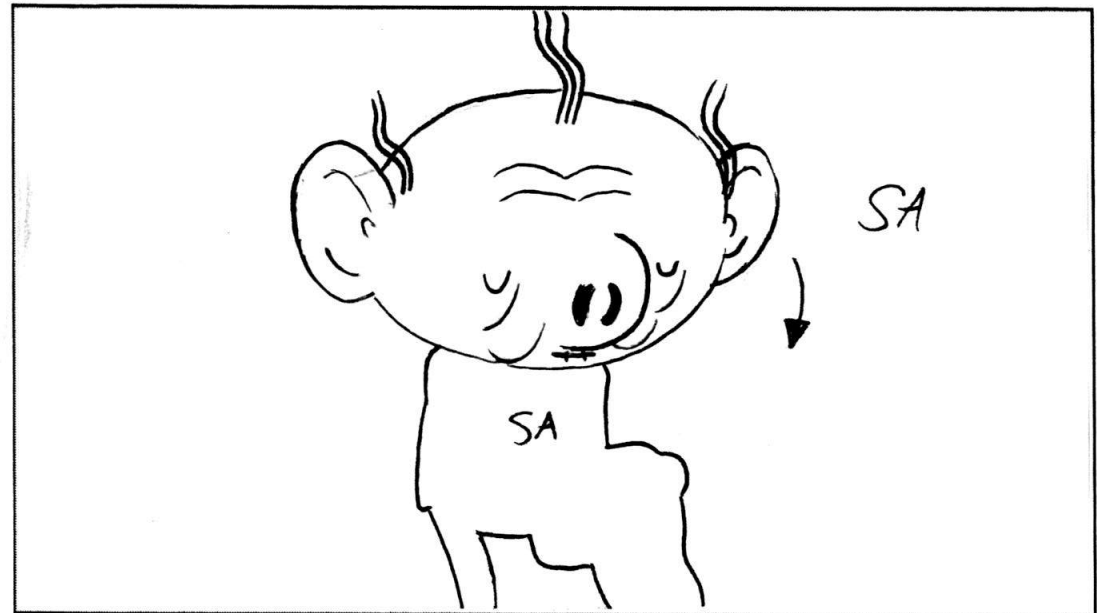
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 cont Pnl. B Bg. day night



Dialog:

Action:

- Giuseppe nods silently.

Timing:

FEB 27 2014

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Production :

Page 139
139A next

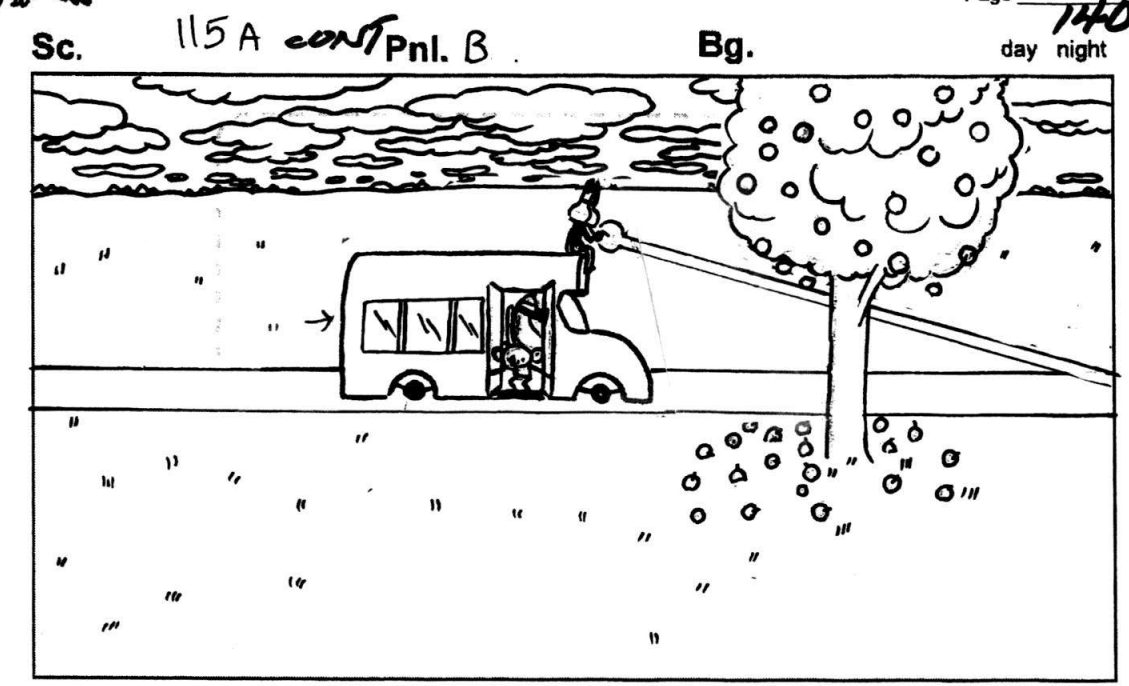
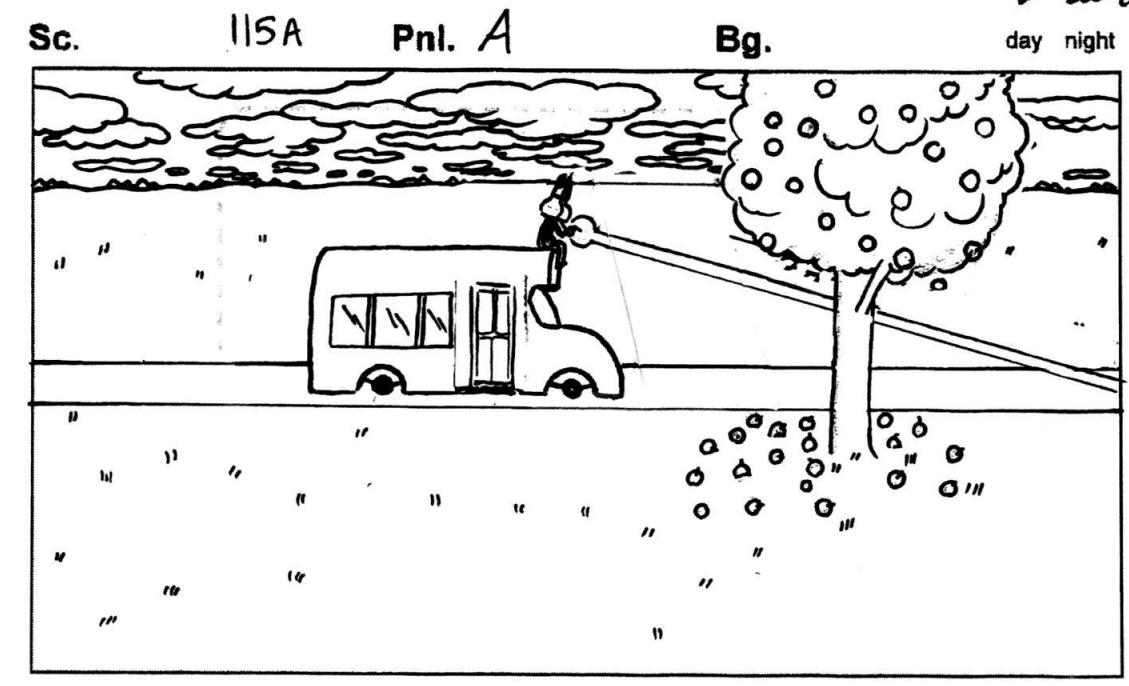
1025/174

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1025/174

Cut

ADVENTURE TIME



Page 139 A
140 NEXT
Hu
cut

Dialog:	
SFX: * CREAK *	
Action:	
- BUS DRIFTS TOWARDS CRABAPPLE TREE.	- BUS DOORS OPEN.
Timing:	

FEB 27 2014

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Production :

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1025/174

Hu
Cut

ADVENTURE TIME



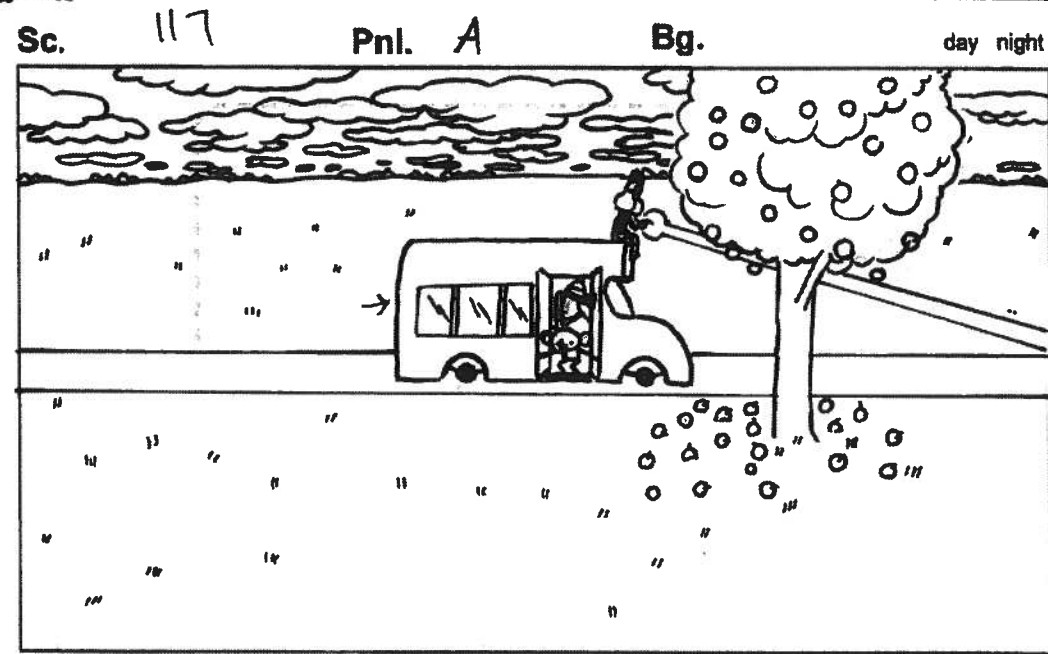
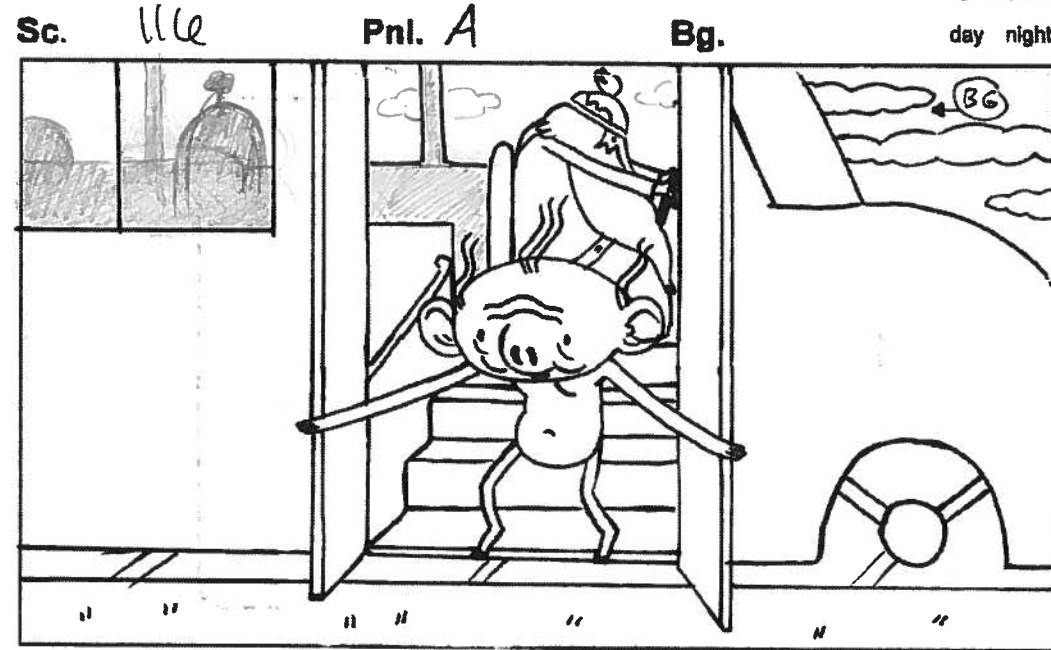
Hu
Cut

REVISED
04/02/14

REVISED
04/03/14

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Hu
Cut



Dialog:		<p>(A) SP</p> <p>- BUS DRIFTS CLOSER TO TREE.</p> <p>FEB 27 2014</p>
Action: - GIUSEPPE STANDS IN DOORWAY.		
Timing:		

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1025/174

Production :

Ho Cut

ADVENTURE TIME



Sc. 118 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<u>IK:</u> Get READY...
Action:	
Timing:	

FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

ADVENTURE TIME



NO SC'S
119-121

Page 142

NO PG-143
day night

Hu
cut

Sc. 118 *CONT*

Pnl. B

Bg.

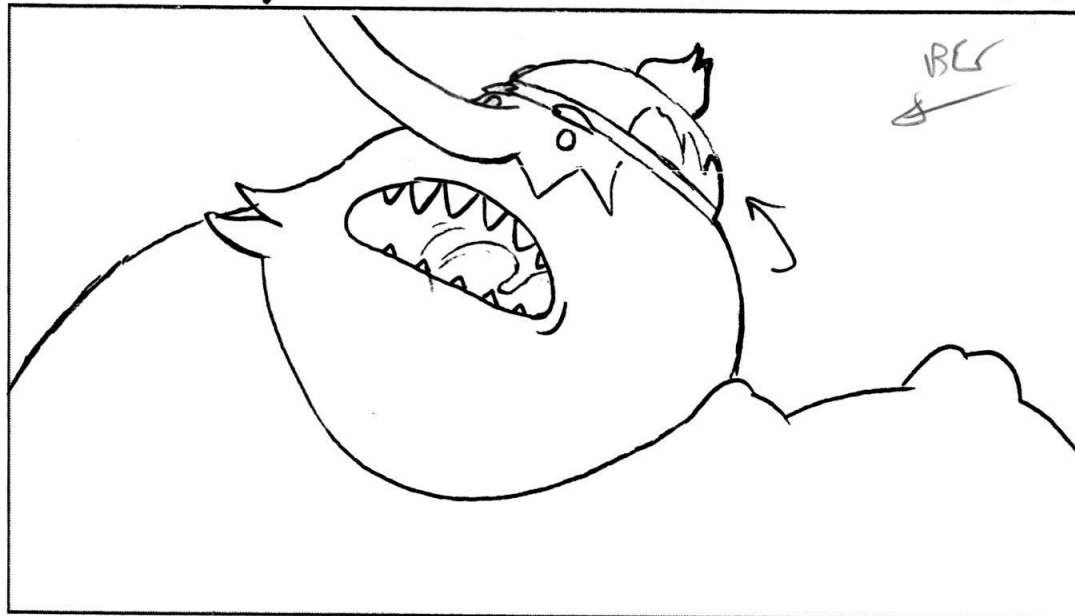
day night



Sc. 118 *CONT*

Pnl. C

Bg.



Dialog:

IK/ JUMP!

Action:

FEB 27 2014

Timing:

Production :

EPISODE #

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1025/174

Ho
Cut

ADVENTURE TIME

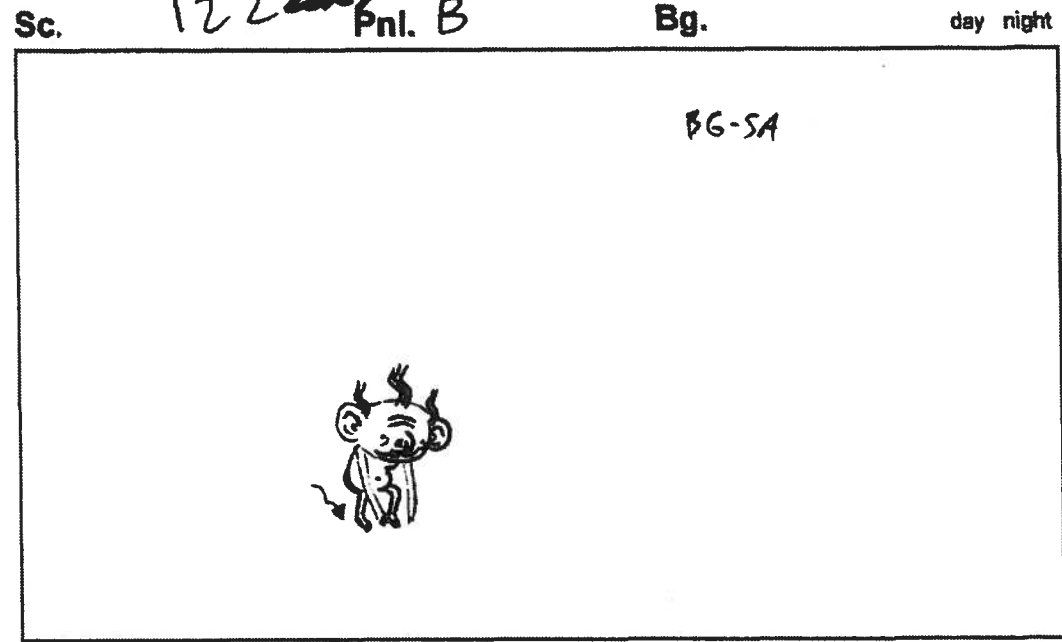
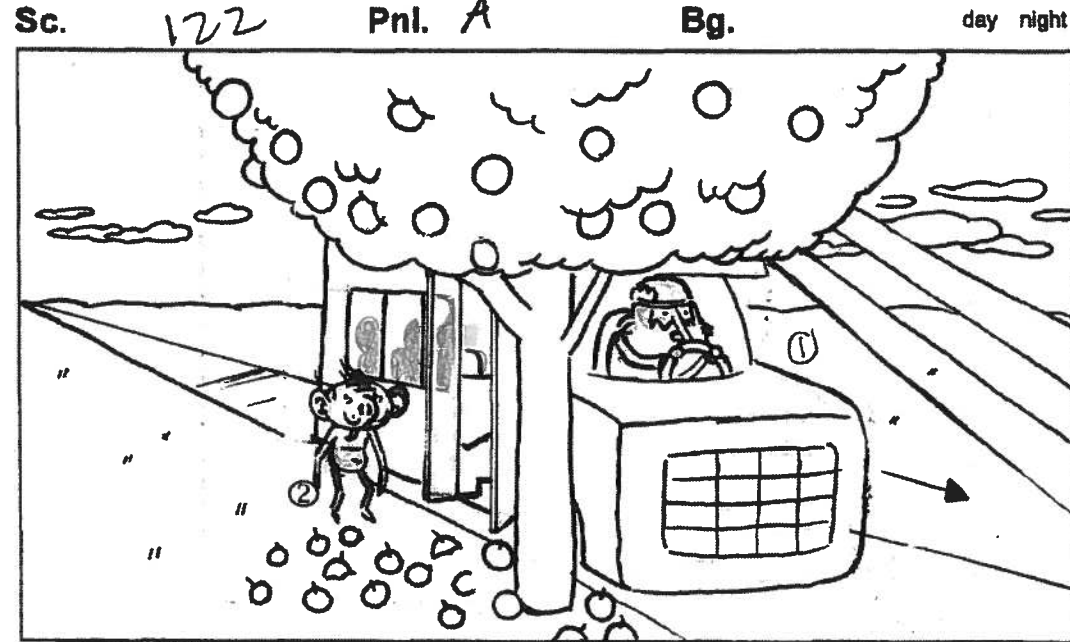


REVISED
04/02/14

REVISED
64/62/74

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Ho
Cut



BG-SA

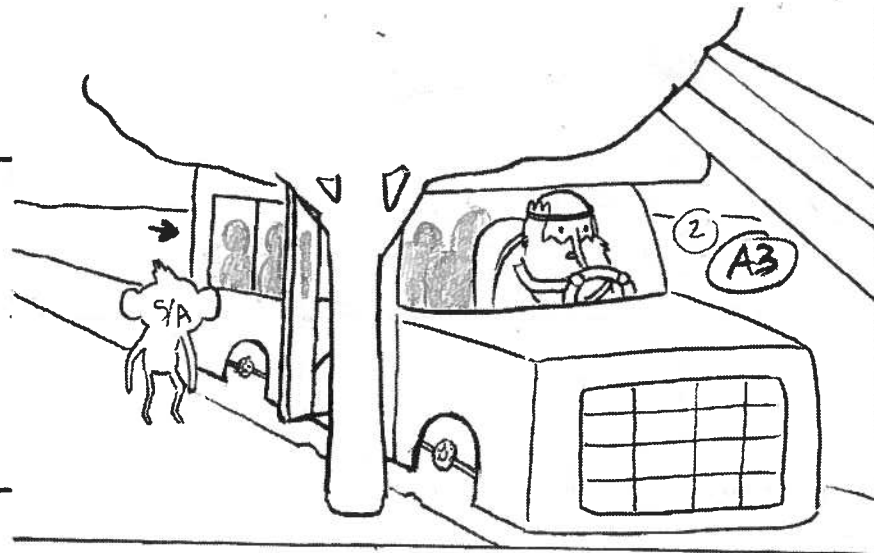
Dialog:

Action:

Timing:



SP
A1



- G STEPS DOWN

FEB 27 2014

Production :

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1025/174

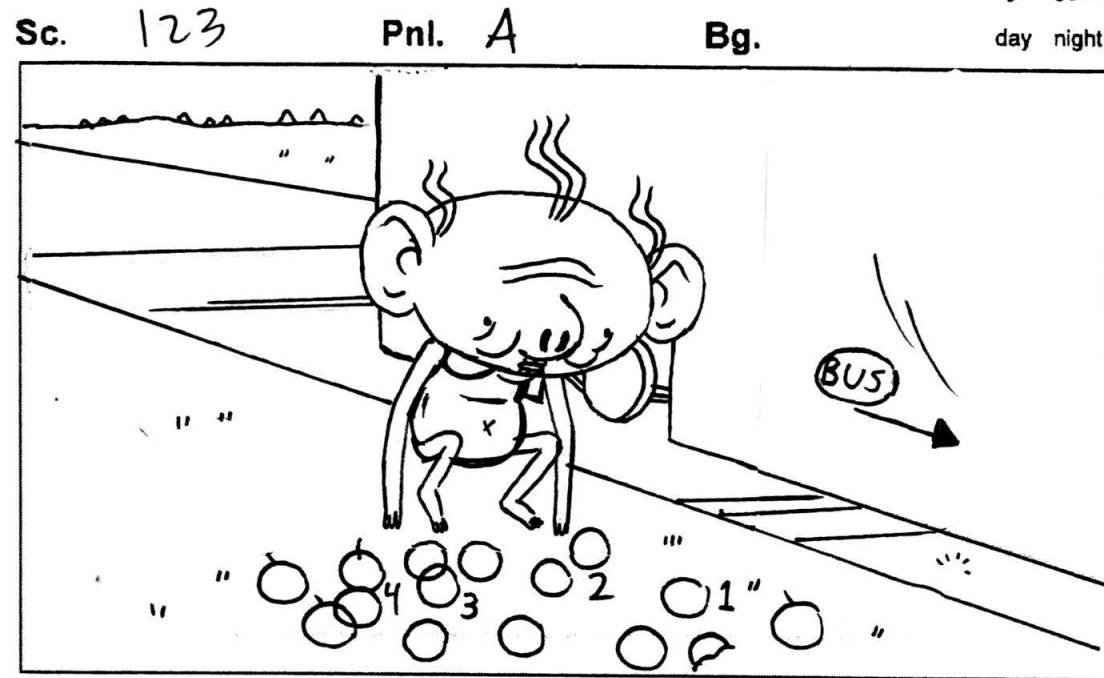
1025/174

1025/174

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Ho
cut

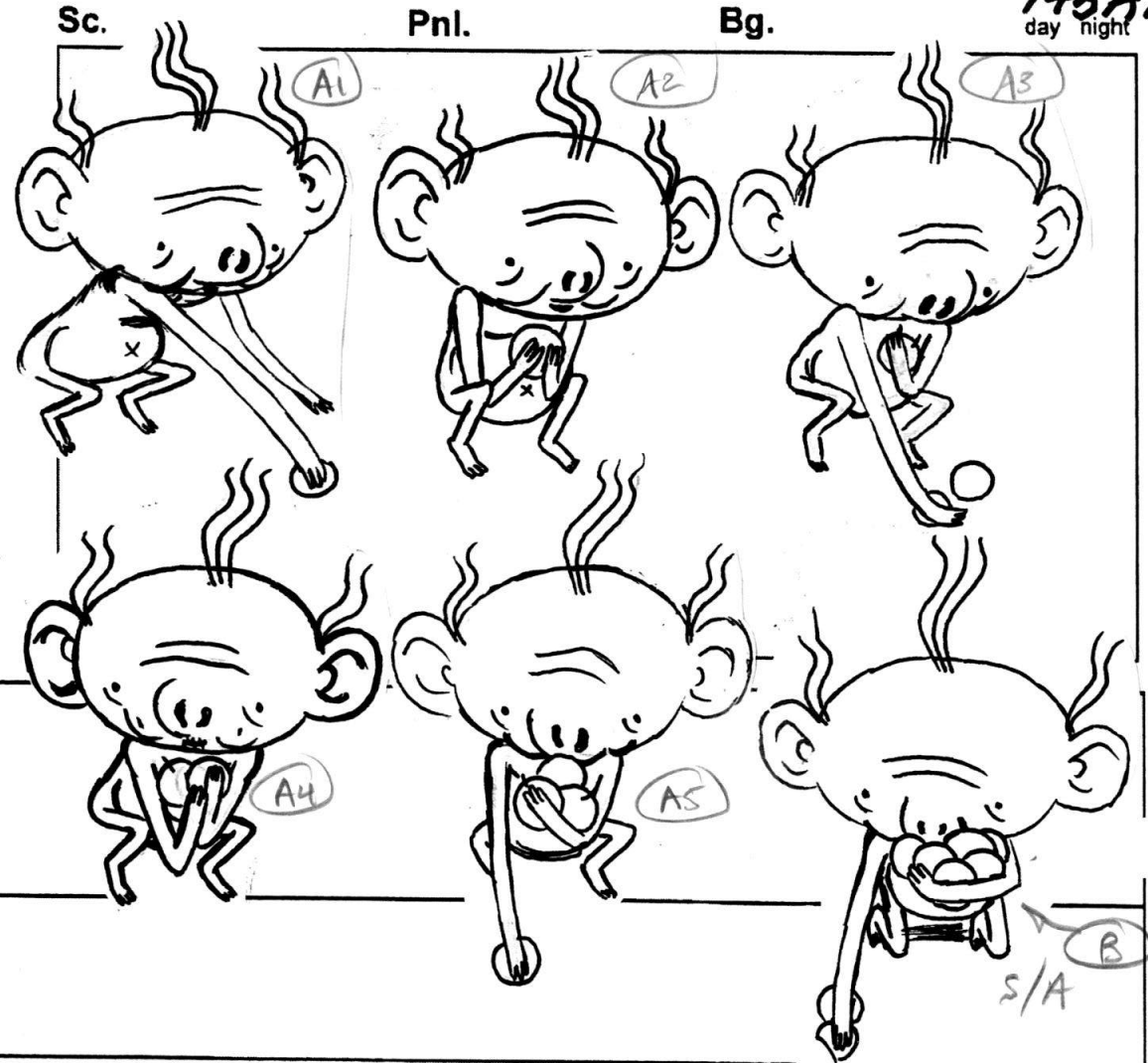
ADVENTURE TIME



Dialog:

Action: - Giuseppe collects crabapples.

Timing:



FEB 27 2014

Page 145
145A NEXT
day night

EPISODE # 1025-174

1025/174

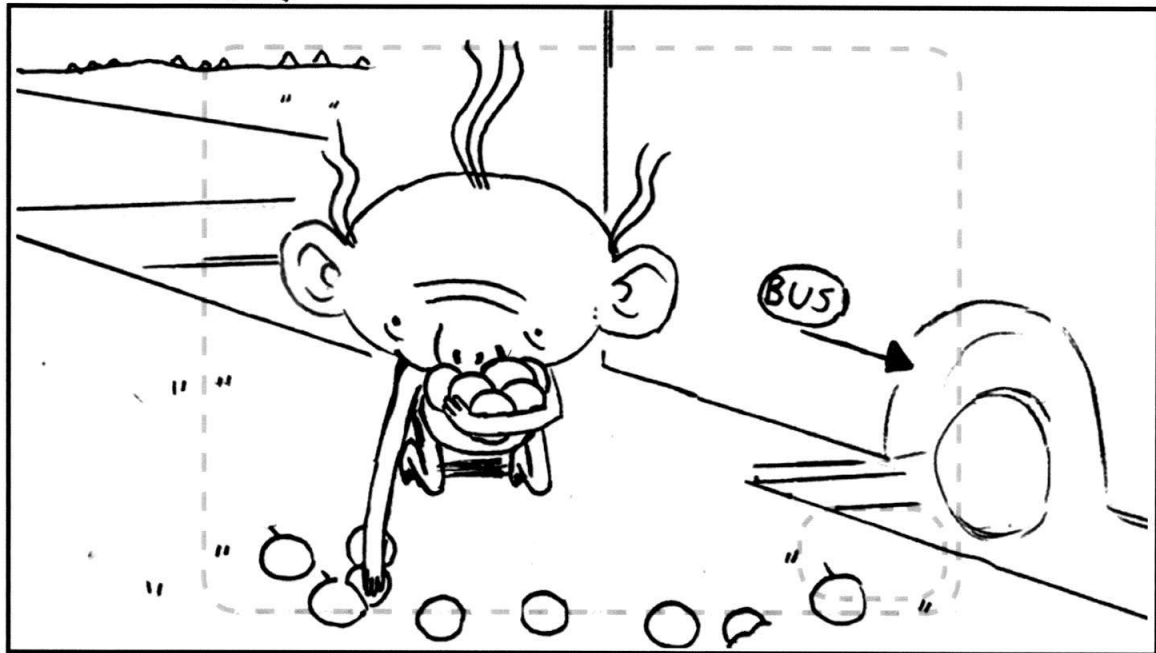
Production :

1025/174

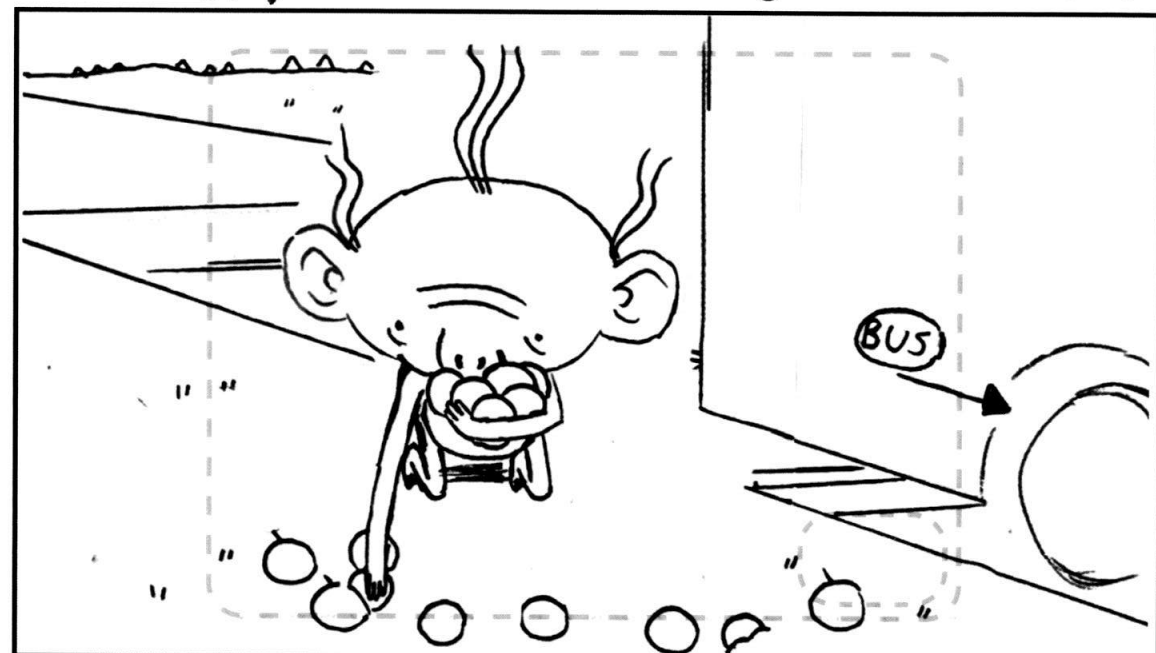
ADVENTURE TIME



Sc. 123 *CONT* Pnl. B Bg. day night



Sc. 123 *CONT* Pnl. C Bg. day night



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146 NEXT
day night

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Dialog:
Action:
Timing:

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Production:

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1025/174

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Hu
cut

ADVENTURE TIME



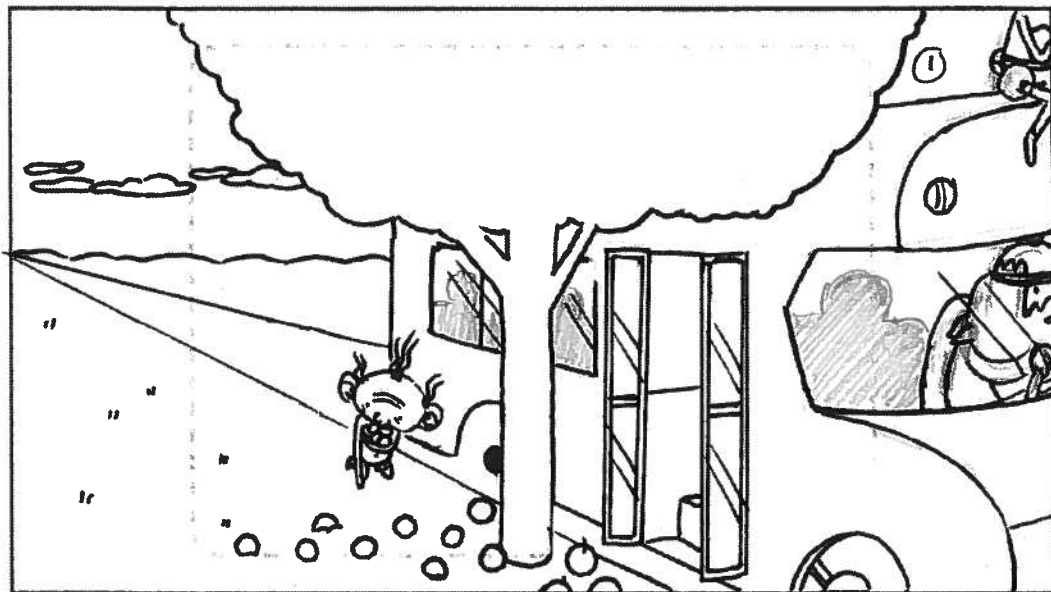
Hu
cut

REVISED
104/02/14

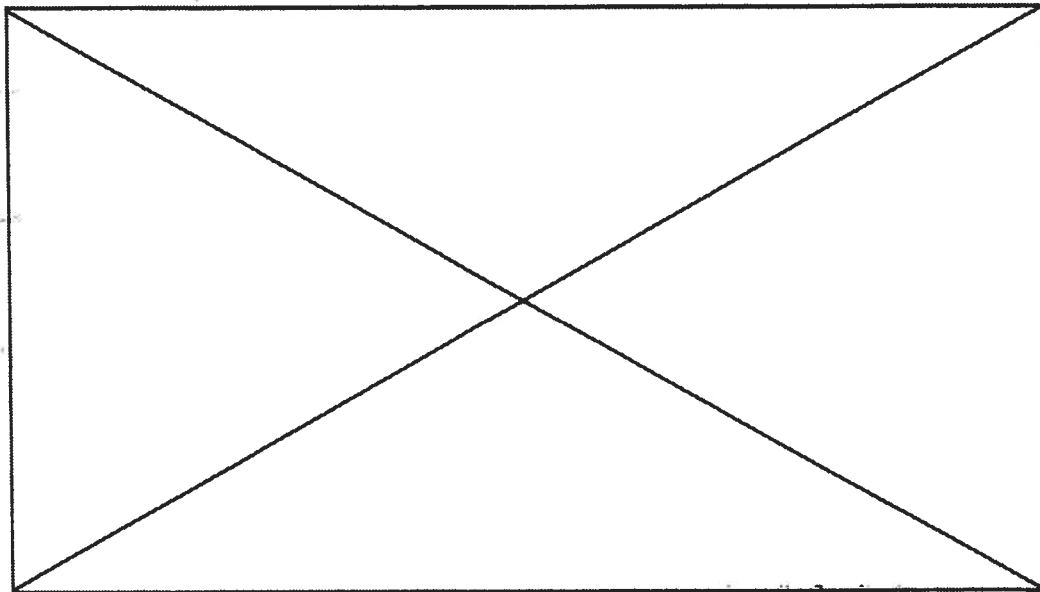
REVISED
64/07/14

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Sc. 124 Pnl. A Bg. day night



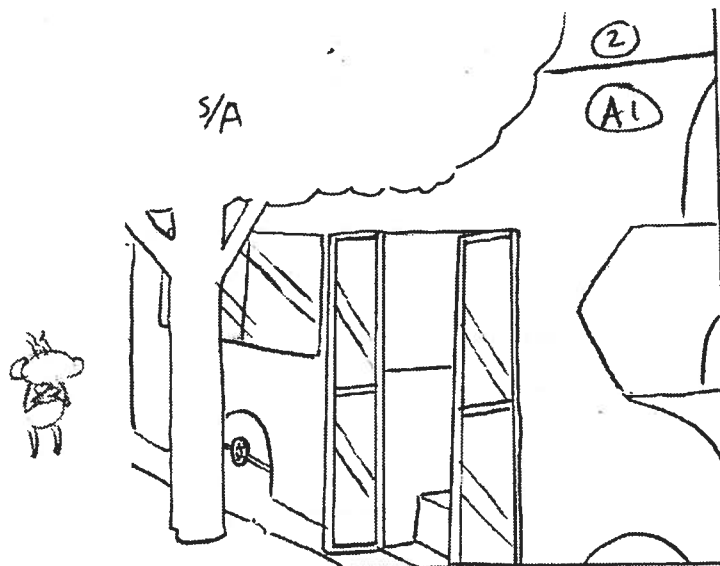
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



FEB 27 2014

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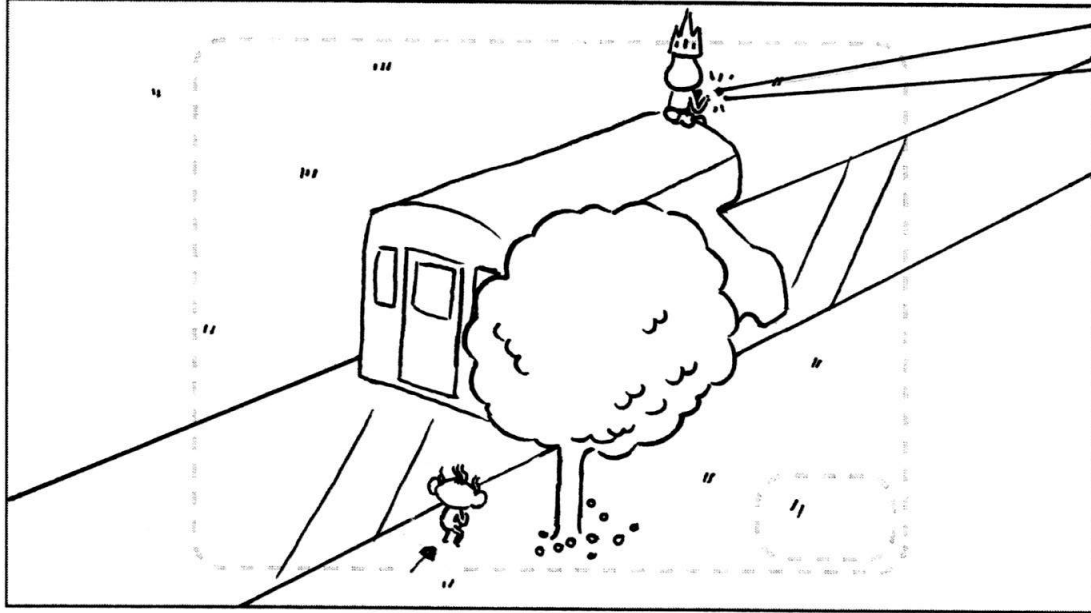
Hu
Gut

ADVENTURE TIME

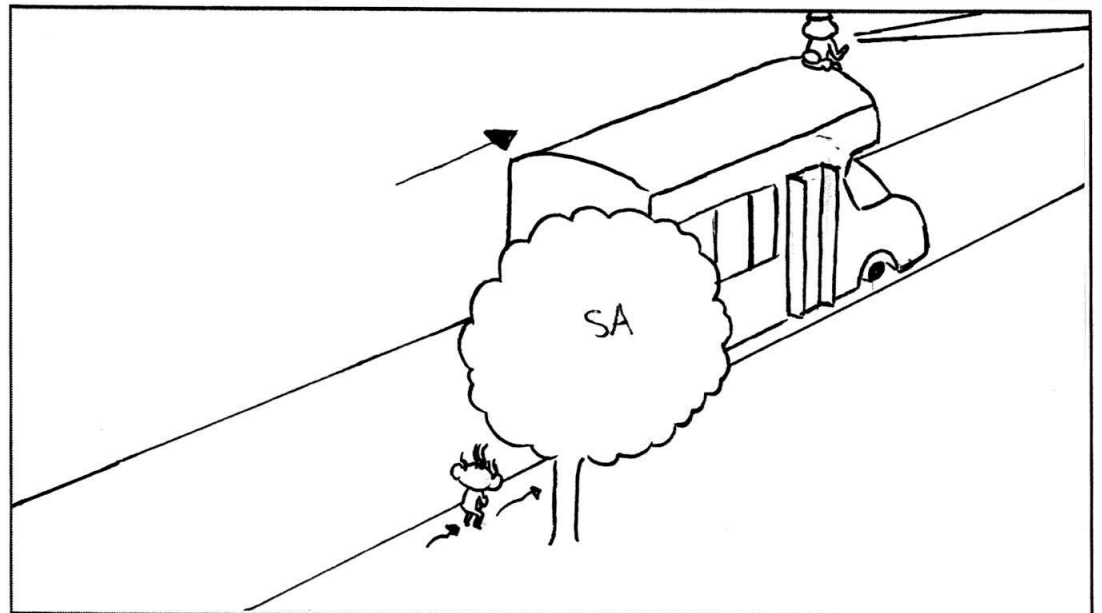


Page 147

Sc. 125 Pnl. A Bg. day night



Sc. 125 *cont* Pnl. B Bg. day night



Dialog:

Action:

- Giuseppe starts walking towards bus. But he's not fast enough.

Timing:

FEB 27 2014

Hu
Gut

EPISODE # 1025-174

1025/174

Production :

1025/174

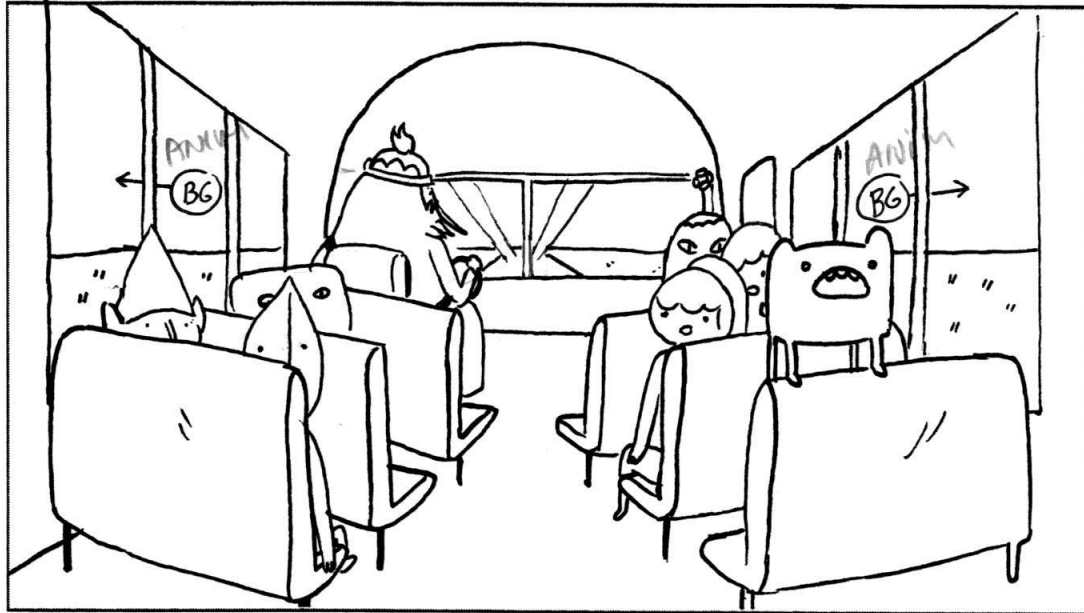
1025/174

ADVENTURE TIME

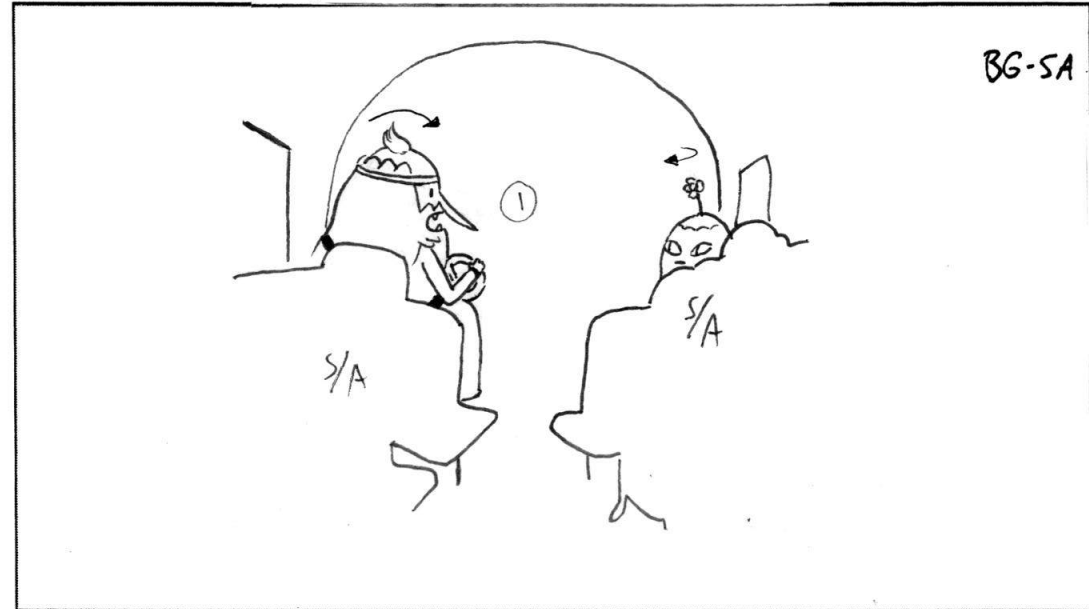


Page 148
148 BANED
day night

Sc. 126 Pnl. A Bg. day night



Sc. 126 cont Pnl. B



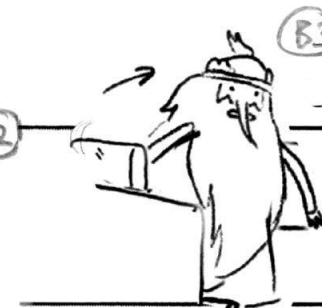
Dialog: Little Dude: Oh no!! Giuseppe,
can't CATCH UP!

Ik: What?!
Magus of Life giving, TAKE THE
WHEEL!!!

Action:

- ACTION: IK. TAKES OFF SEAT BELT &
STANDS UP.

Timing:



FEB 27 2014

Production :

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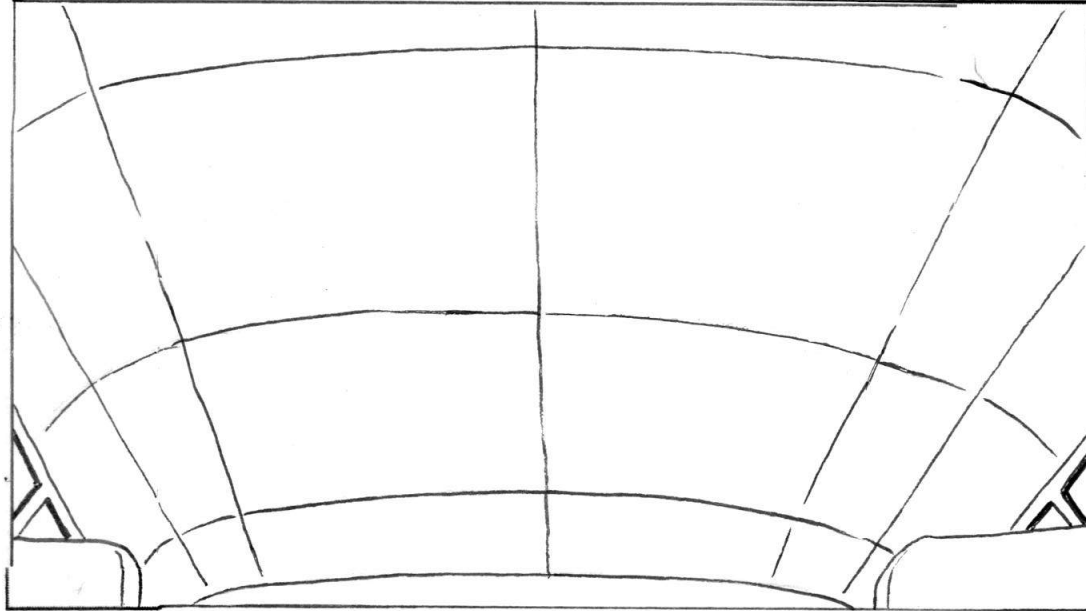
1025/174

ADVENTURE TIME

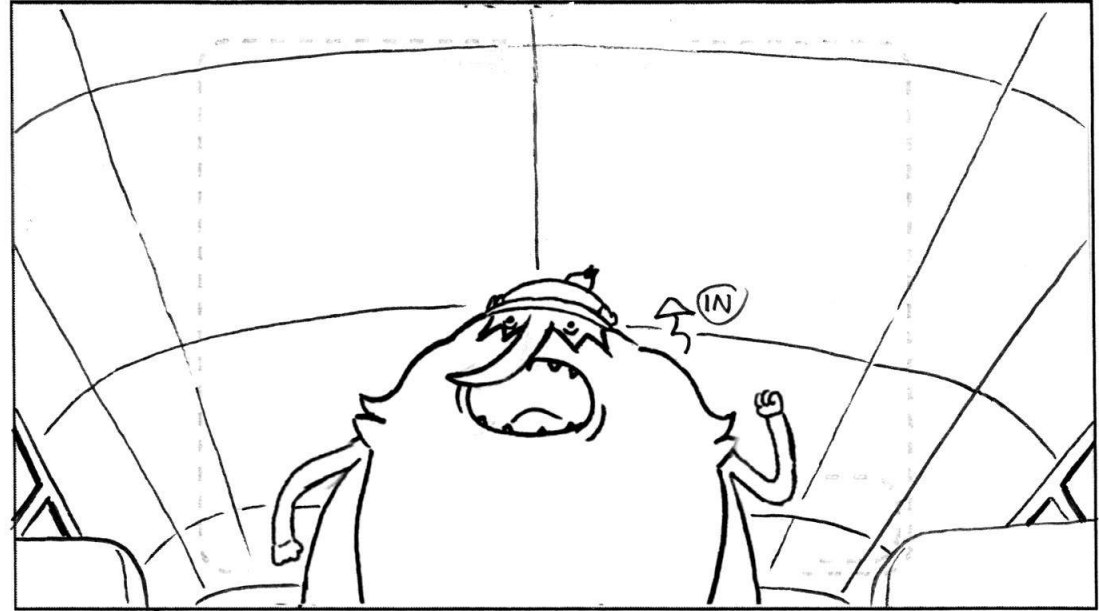


Page 148A
149 NEXT
day night

Sc. 126A Pnl. A Bg. day night



Sc. 126A cont Pnl. B Bg.



Dialog:

IK: [RUNNING]

Action:

Timing:

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Production :

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1025/174

ADVENTURE TIME



sc: 126A CONT

Sc.

126A CONT

Pnl.

①

Bg.

day night

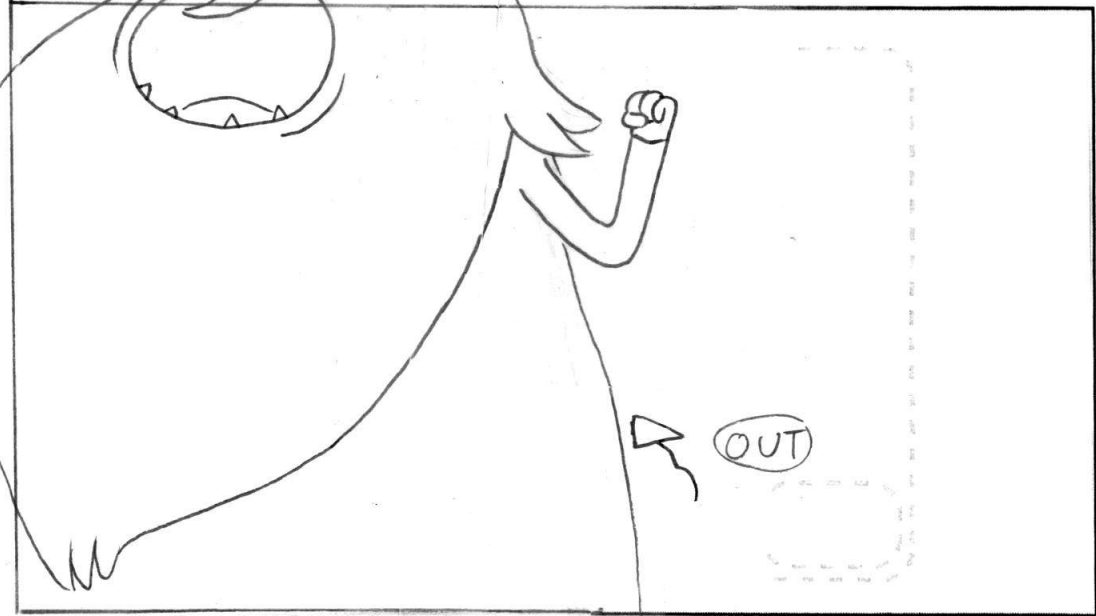
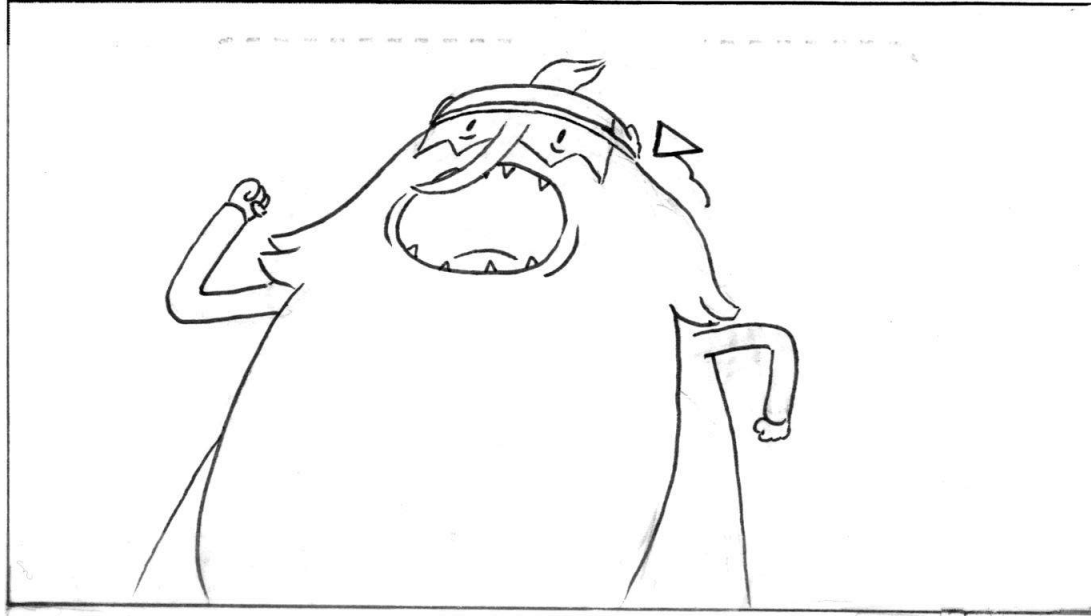
D

Page

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149A NEXT

day night



Dialog:

IK: [RUNNING]

Action:

Timing:

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Production :

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1025/174

ADVENTURE TIME



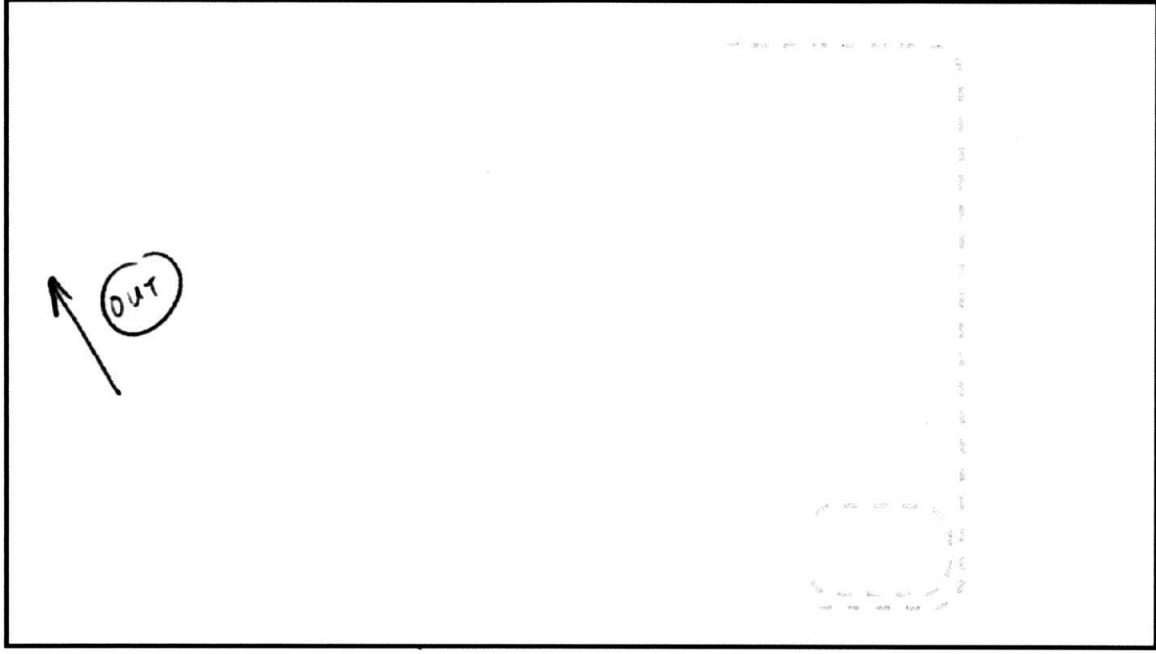
Sc. 126 *cont*

Pnl.

E

Bg.

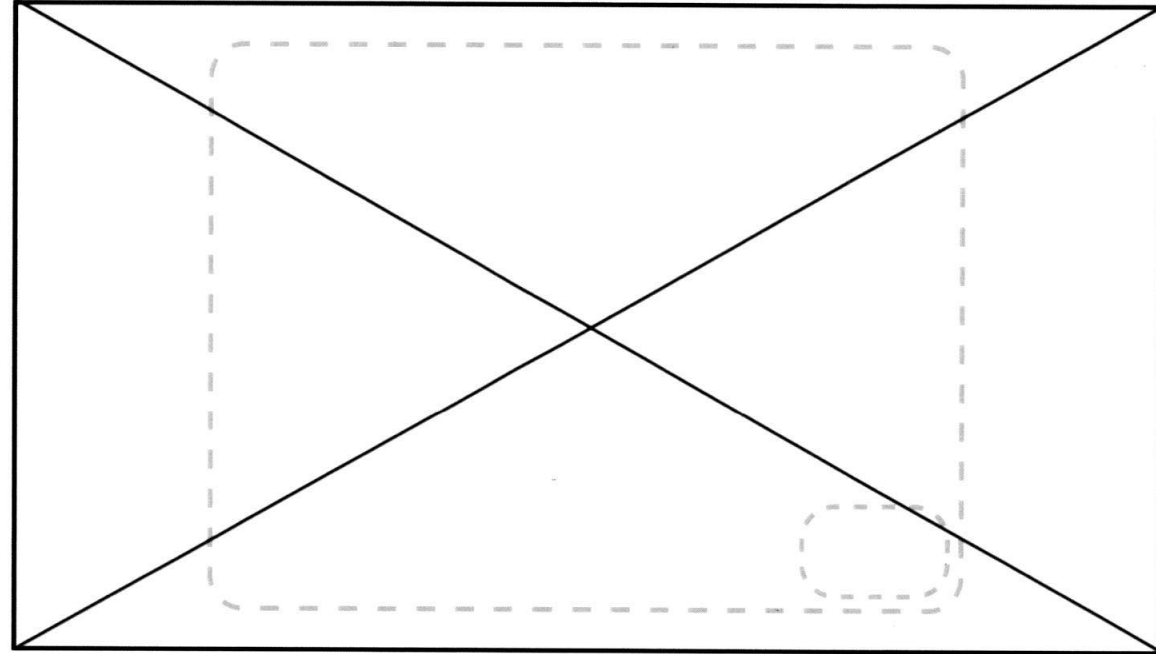
day night



Sc.

Pnl.

Bg.



Page 149A
150 NEXT
day night

Dialog:
Action:
Timing:

FEB 27 2011

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Production:

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ADVENTURE TIME



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Sc. 127

Pnl. A

Bg.

day night

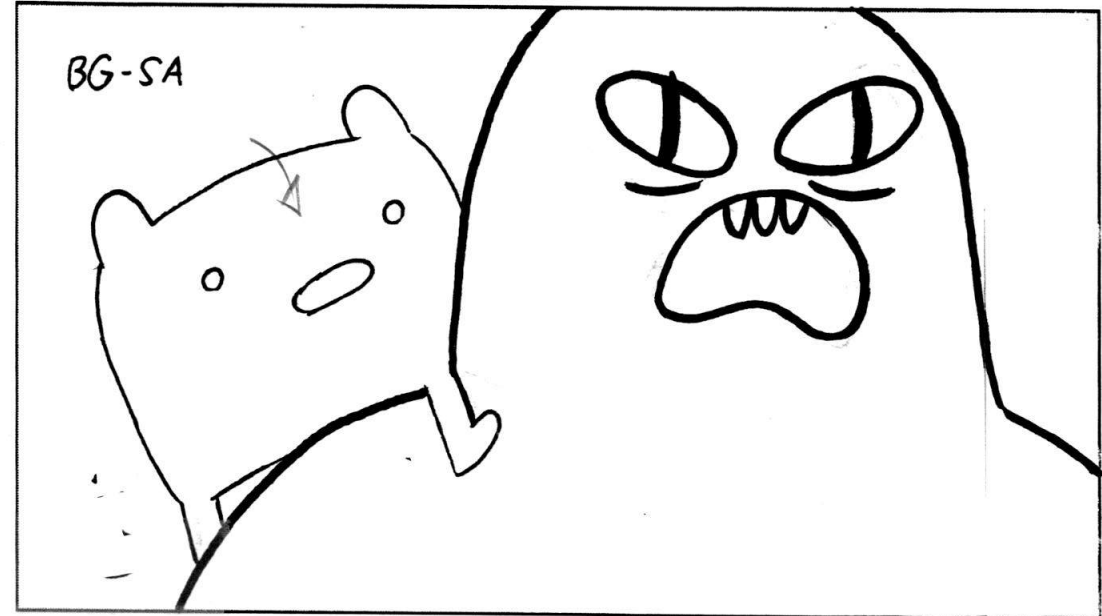


Sc. 127 *cent*

Pnl. B

Bg.

day night



1025-174

EPISODE #

1025/174

Dialog

MLG: OKAY... I am not
A confident driver.

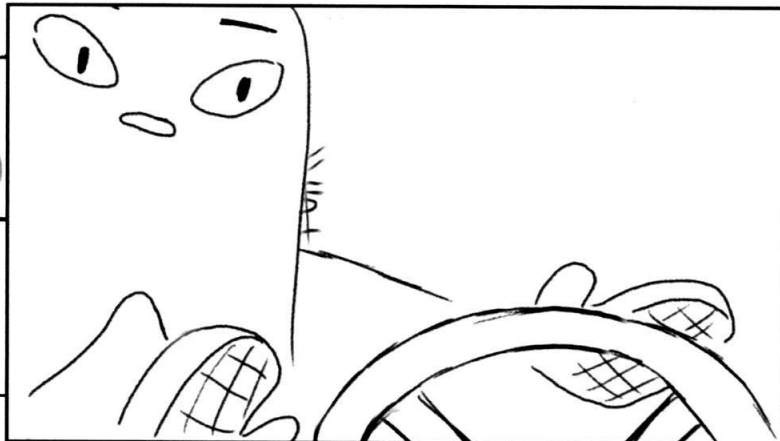
LD/ You're doing great, buddy.

FEB 27 2014

Action:

SP ①
AI

Timing:



IK
SP
AI
W/REVEAL

A2 ③

in
up



CD's hand MCG's shoulder.
on

Bi-PAC setup



BG LEVEL
w/ TRUCK OUT



Bus & chars
LEVEL

1025/174

ADVENTURE TIME



REVISED
04/02/14

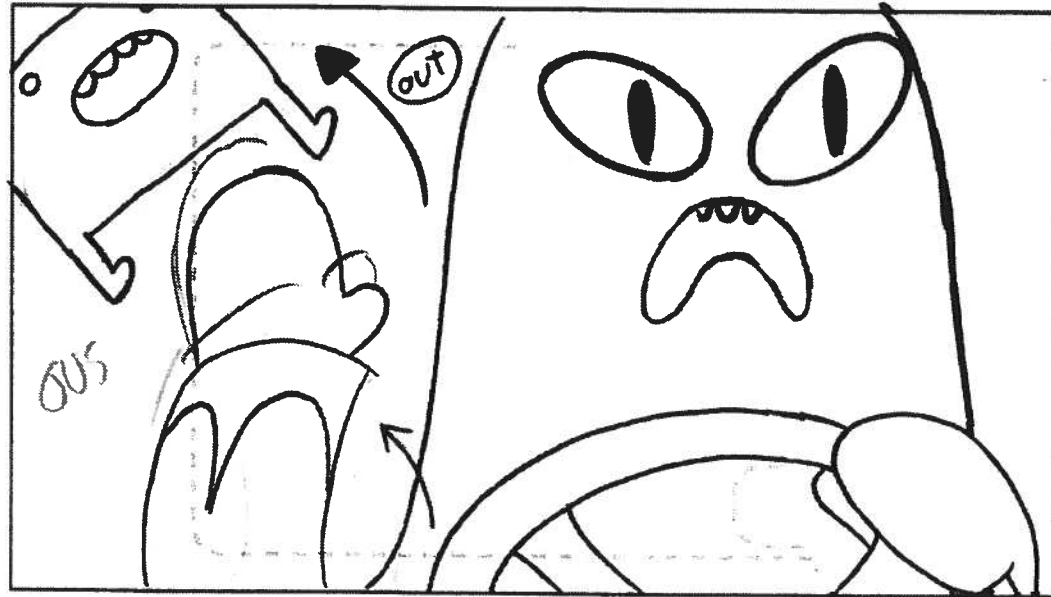
REVISED
04/07/14

Page 151

Sc. 127 cont Pnl. C

Bg.

day night

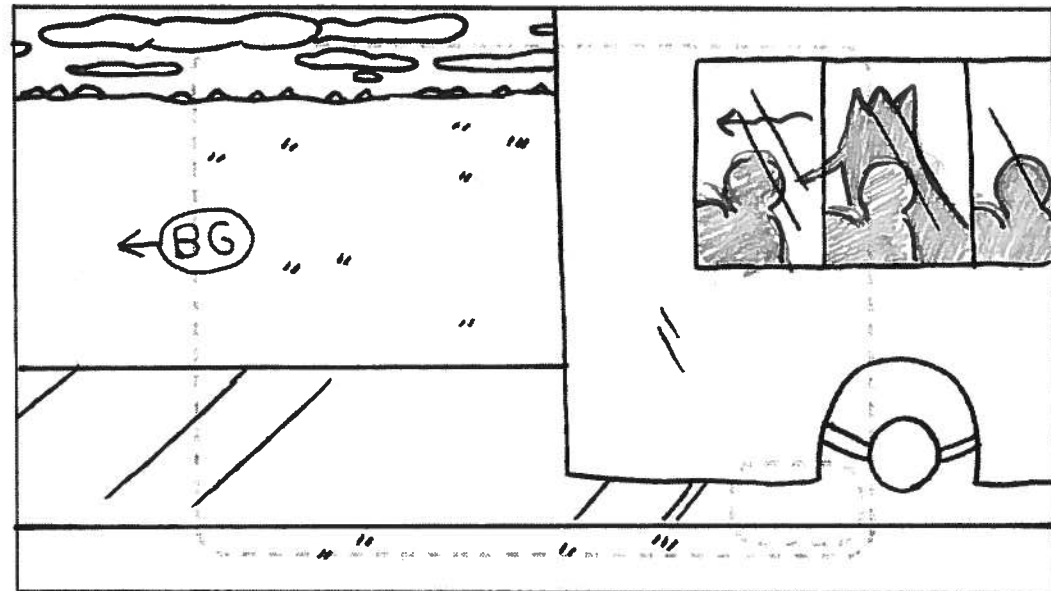


Sc. 128

Pnl. A

Bg.

day night



Dialog: MLG: Don't touch me!

SFX: *WHAP*

Action: - LGM BATS LD AWAY.
- LD FLIES OFF/S.

Bus slowly moving along.

FEB 27 2014

Timing:

1025-174

EPISODE #

1025/174

Production :

1025/174

1025/174

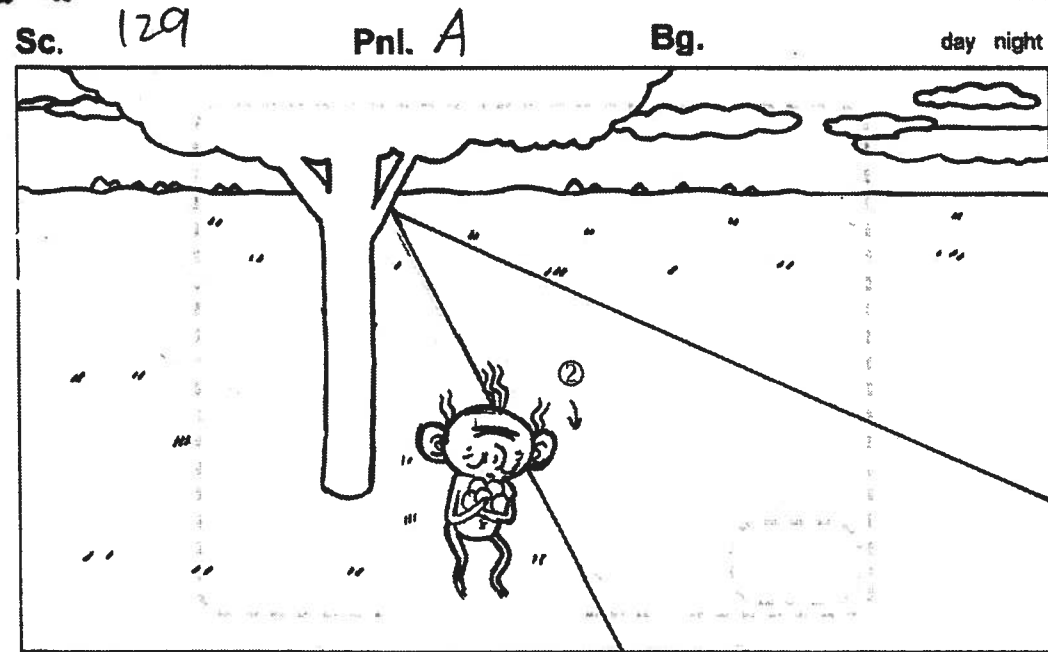
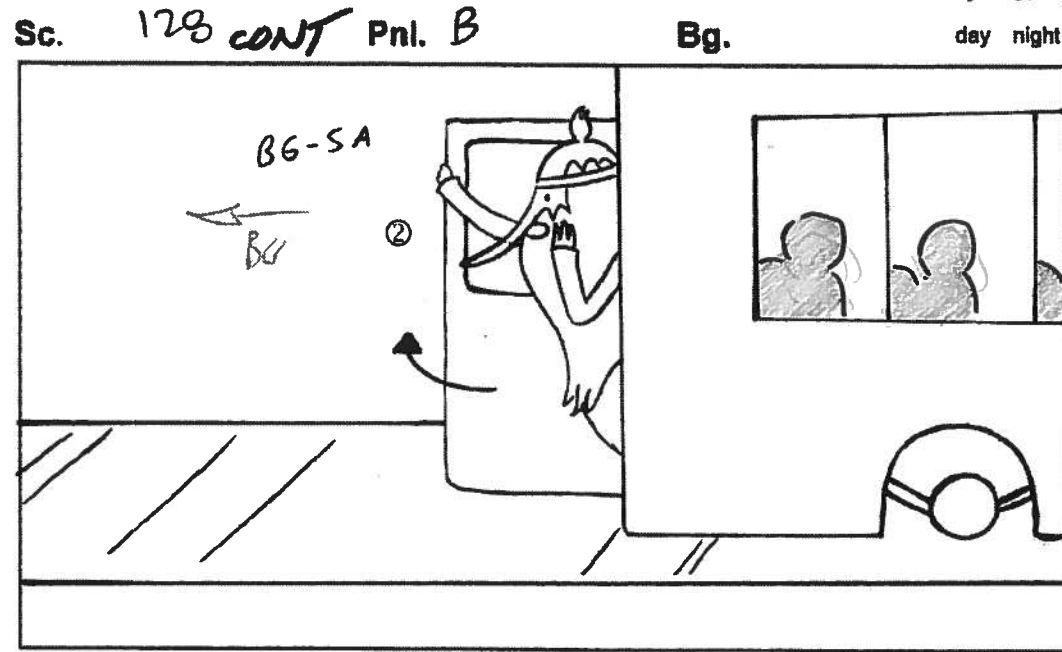
ADVENTURE TIME



REVISED
04/02/14

REVISED
04/07/14

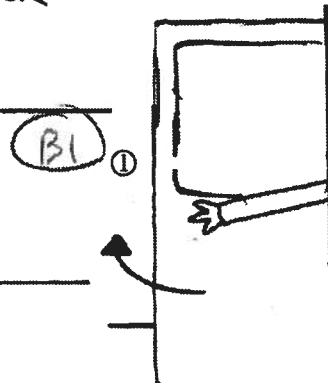
Page 152



Dialog: IK: Giuseppe, throw the CRABAPPLES!!

Action: - IK OPENS EMERGENCY DOOR

Timing:



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1025/174

Production :

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1025/174

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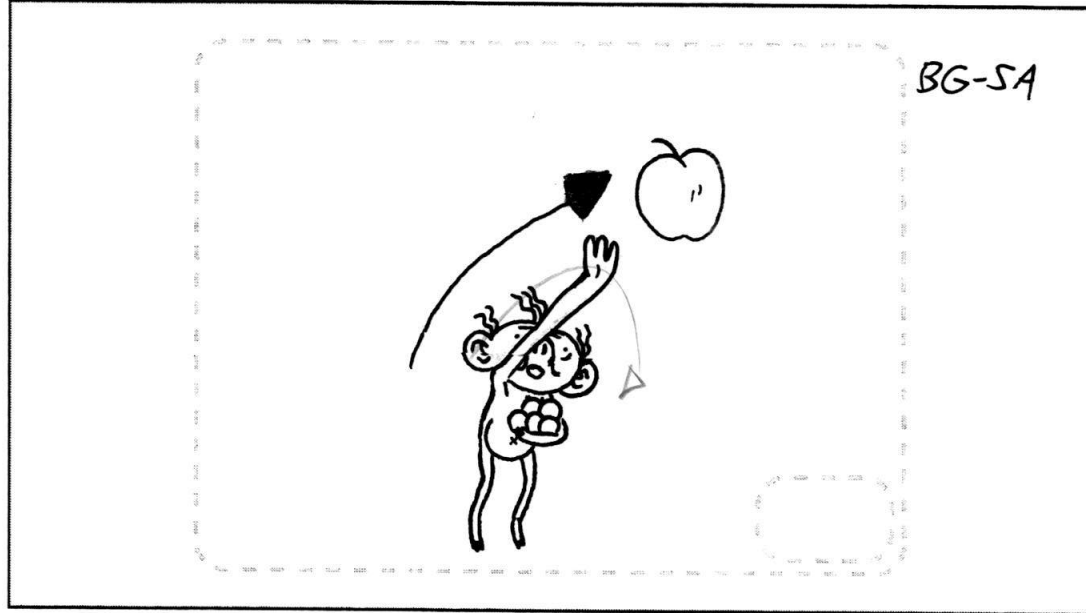
ADVENTURE TIME



Sc. 129 *cont* Pnl. B

Bg.

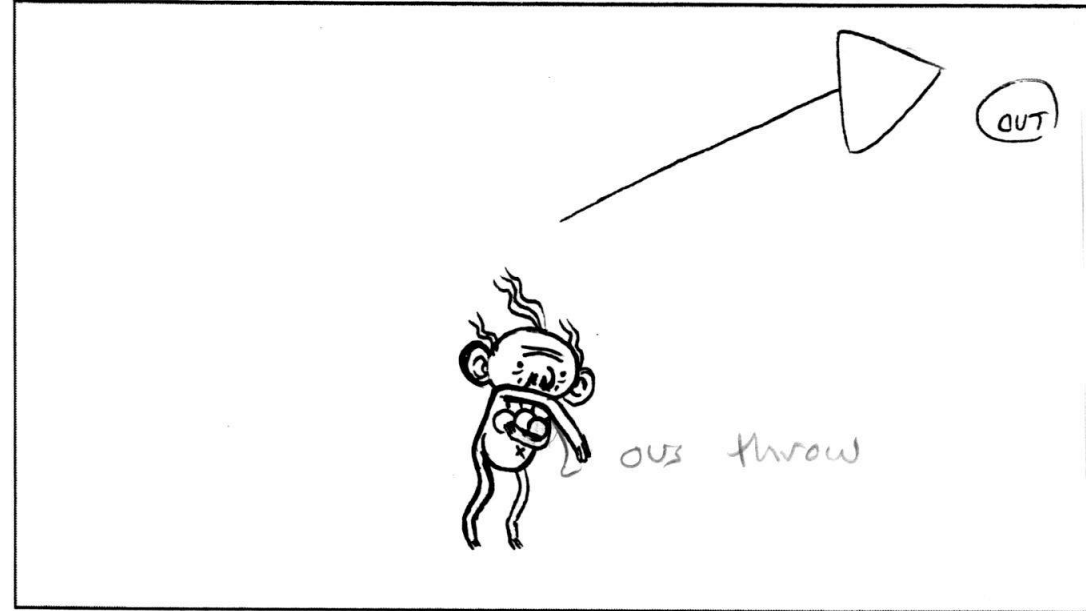
day night



Sc. 129 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

Giuseppe throws
crabapples at BUS.

Timing:



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Production :

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*He
cut*

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1025/174

Hu
Cut

ADVENTURE TIME

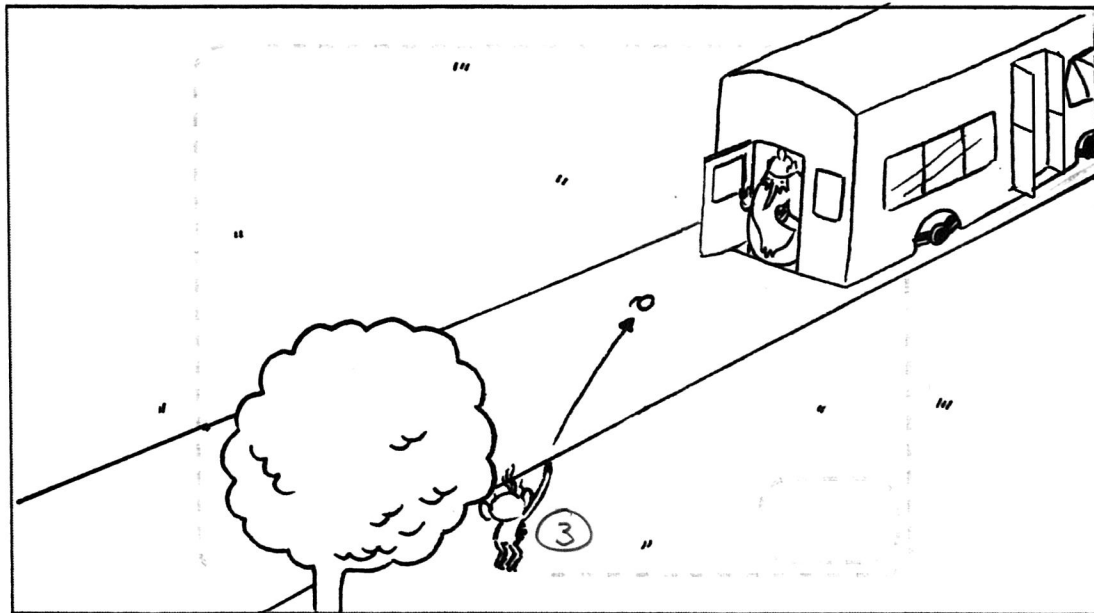


REVISED
3/18/14

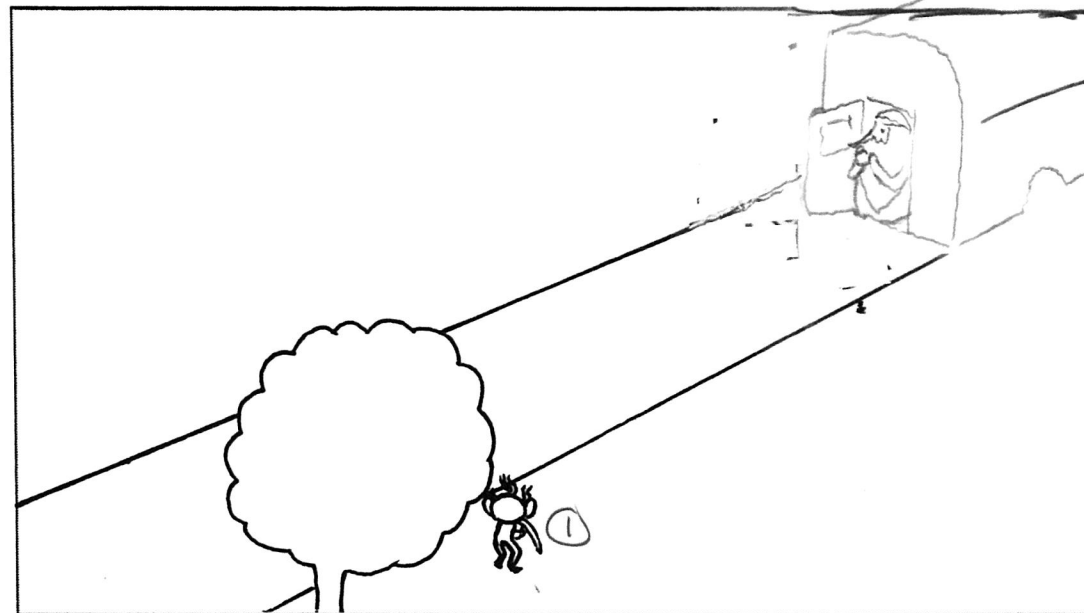
Page 154

Hu
Cut

Sc. 130 Pnl. A Bg. day night



Sc. 130 cont Pnl. B Bg.



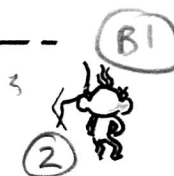
Dialog:

Action:

Timing:



FEB 27 2014



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EPISODE #

Production :

1025/174

ADVENTURE TIME

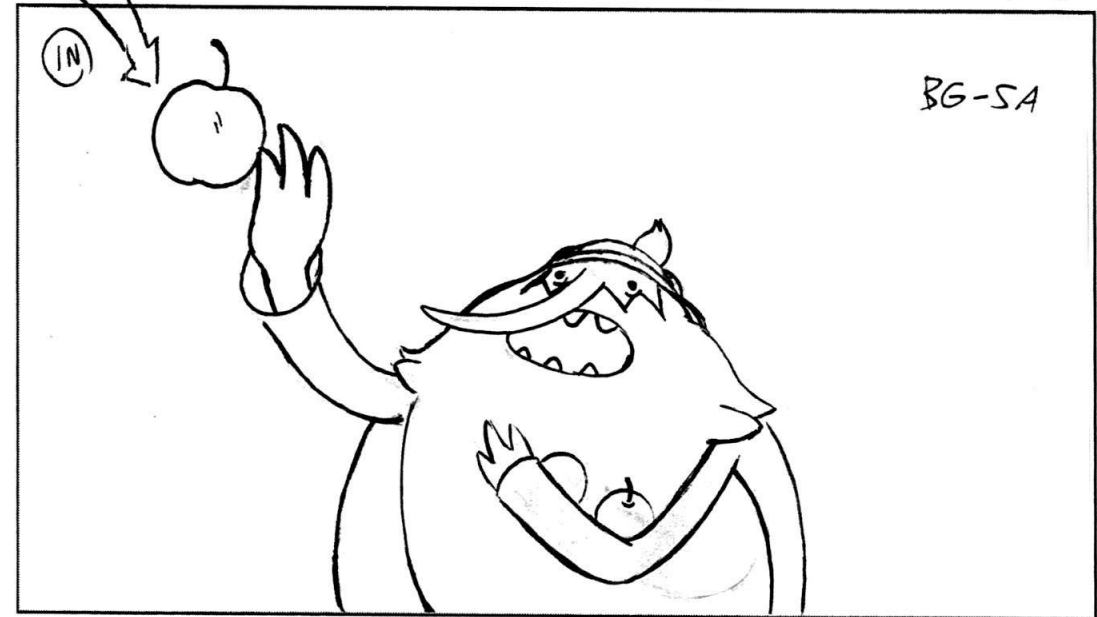


Page 155

Sc. 131 Pnl. A Bg. day night



Sc. 131 *cont* Pnl. B Bg. day night



Dialog:

Action:

Timing:

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1025/174

Production :

1025/174

1025/174

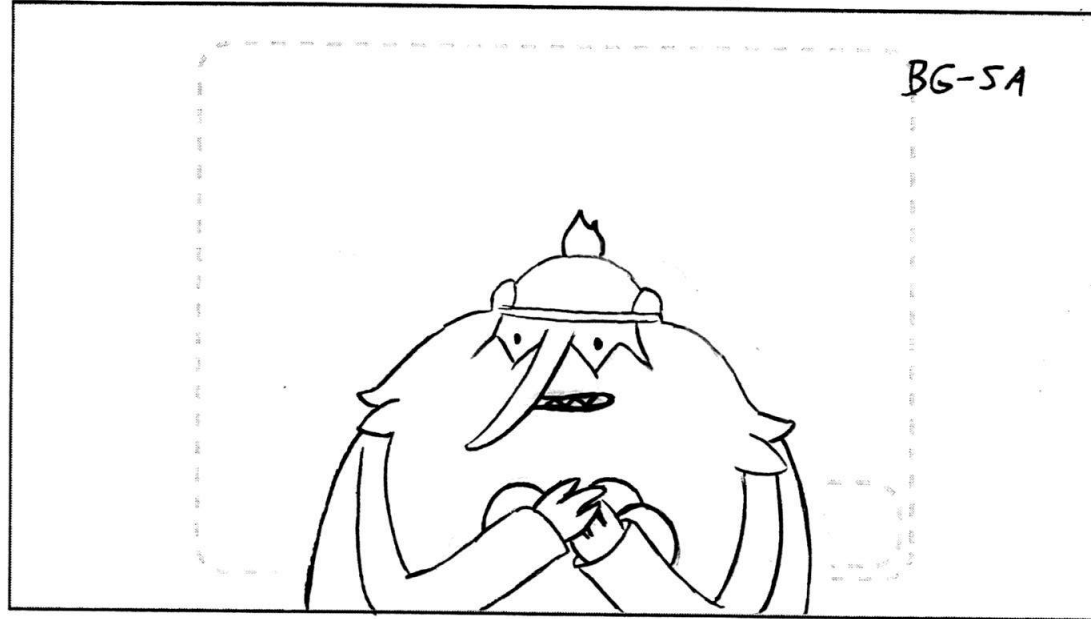
Ho cont

ADVENTURE TIME

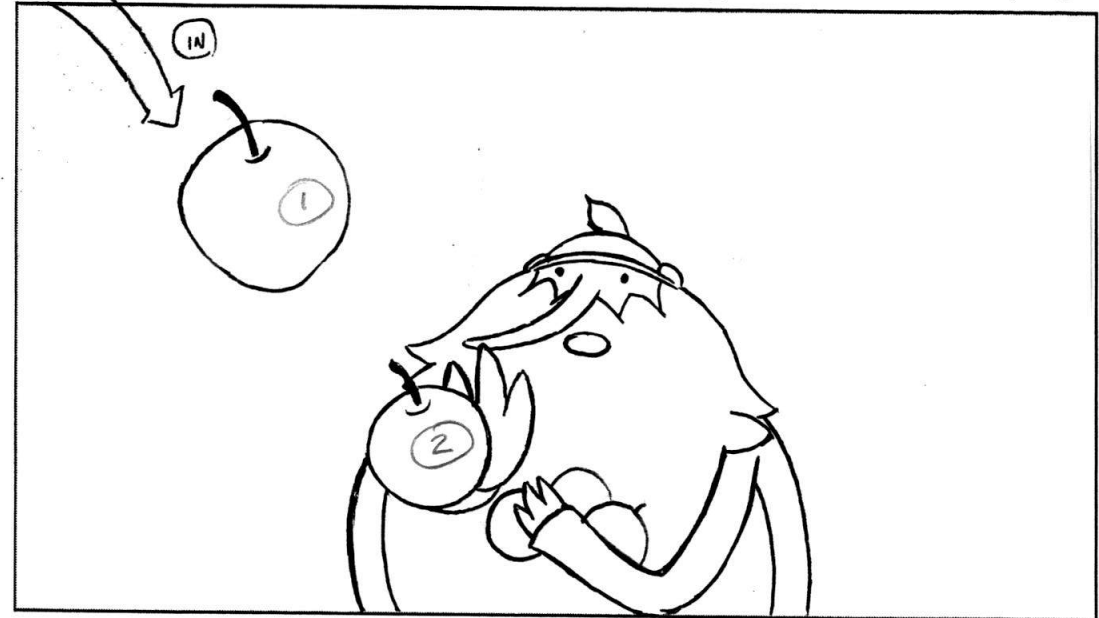


Page 156

Sc. 131 *cont* Pnl. C Bg. day night



Sc. 131 *cont* Pnl. D Bg. day night



Dialog:

Action:

Timing:

FEB 27 2014

EPISODE #

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Production :

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1025/174

1025/174

ADVENTURE TIME



Sc. 131 *CONT* Pnl. E

Bg.

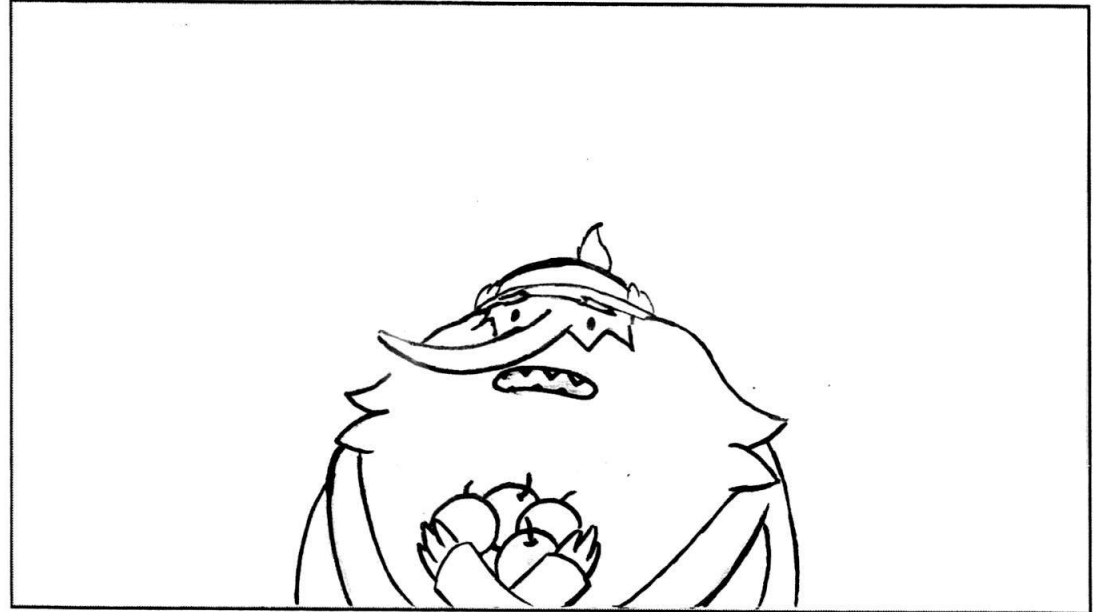
day night



Sc. 131 *CONT* Pnl. F

Bg.

day night



Dialog:

IK: Giuseppe?...

Action:

Timing:

FEB 27 2014

EPISODE #

1025-174

1025/174

Production :

1025/174

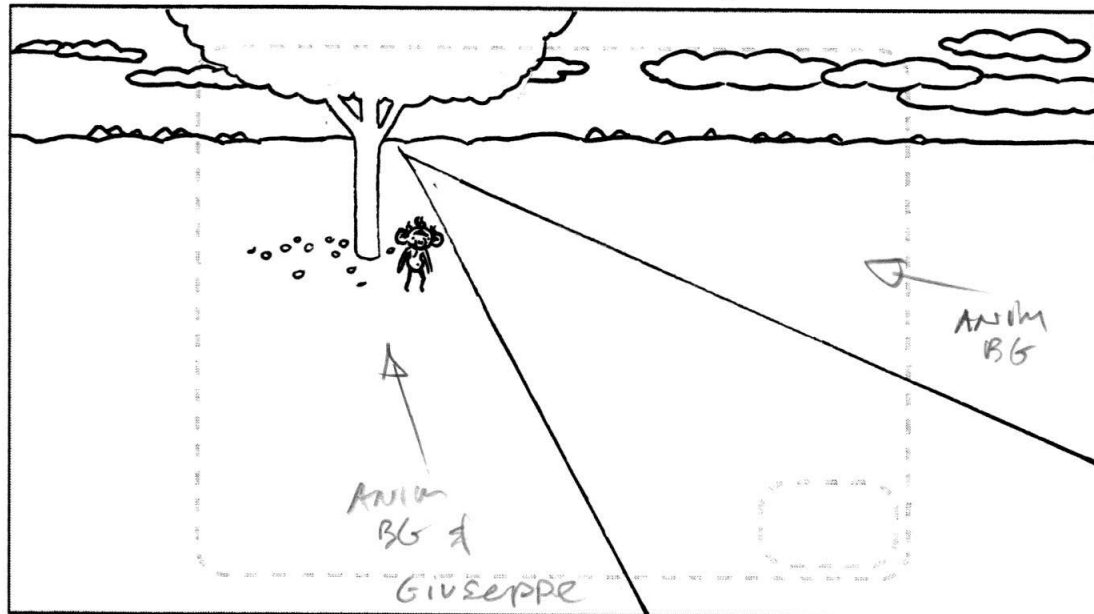
Cont

ADVENTURE TIME

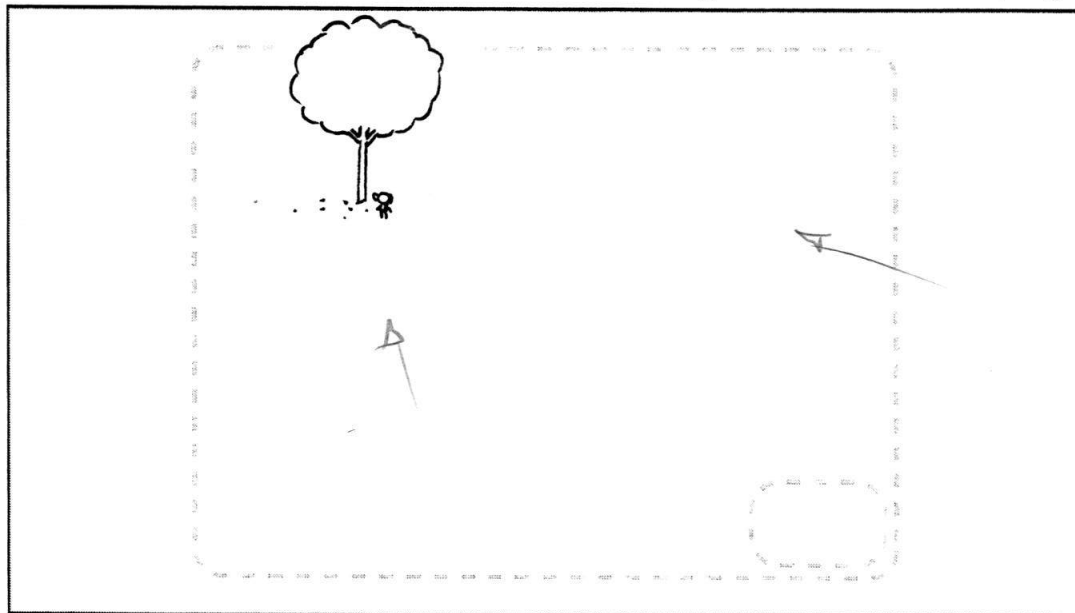


Page 158

Sc. 132 Pnl. A Bg. day night



Sc. 132 cont Pnl. B Bg. day night



Dialog:

Action:

Giuseppe standing still, watching.

- Bus moves further and further along.

FEB 27 2014

Timing:

Production :

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1025/174

Cut

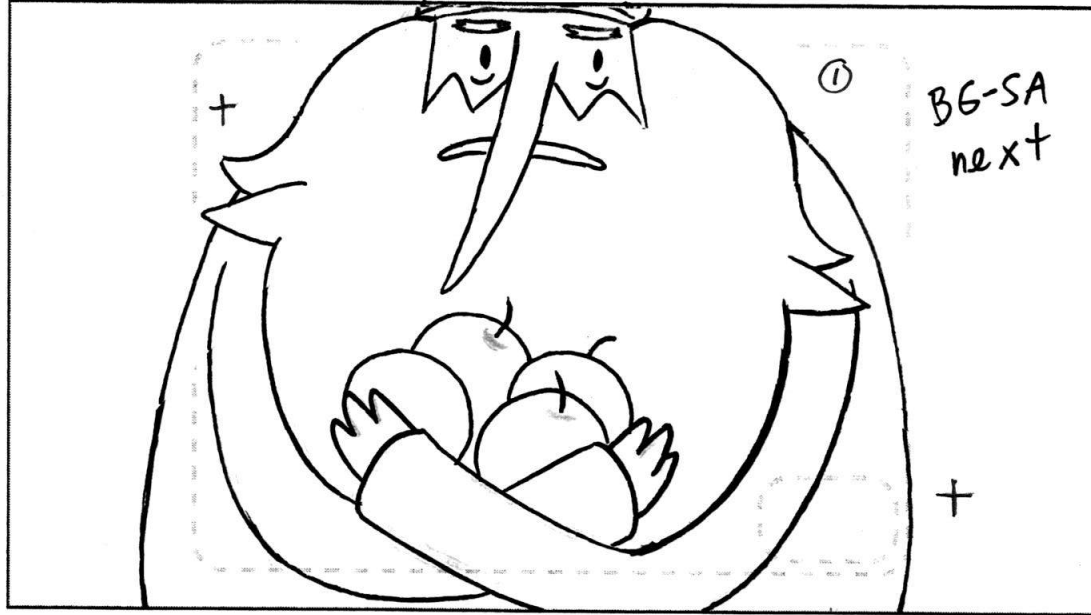
ADVENTURE TIME



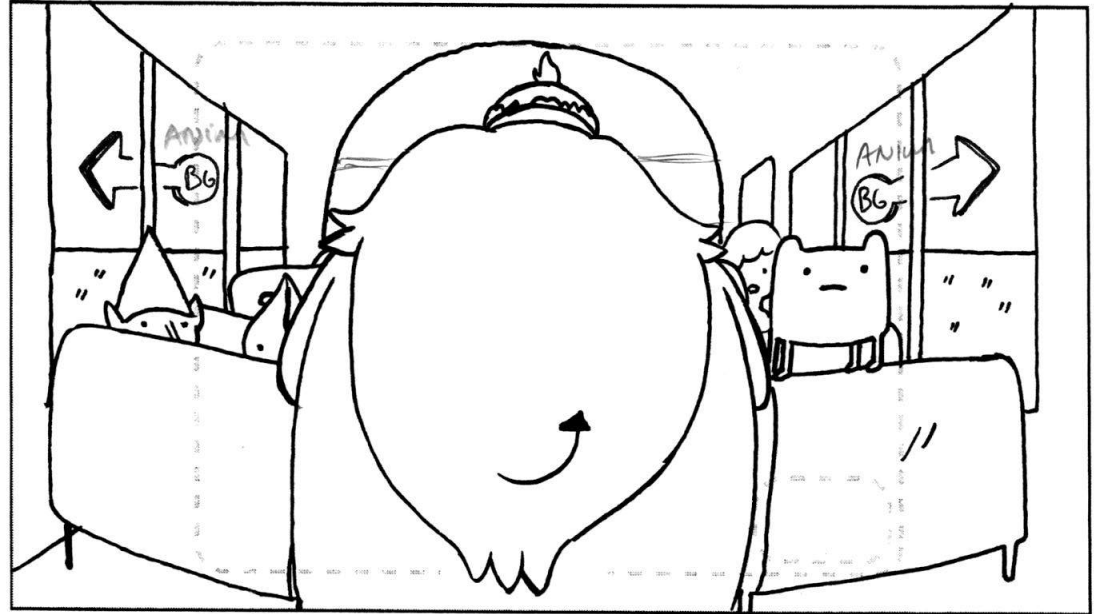
Page 159

HW
Cut

Sc. 133 Pnl. A Bg. day night



Sc. 133 CONT Pnl. B Bg. day night



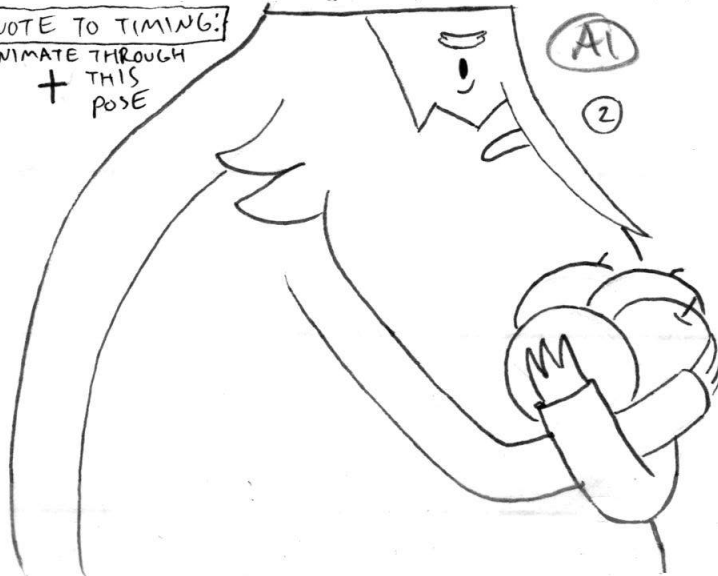
Dialog:

Action:

Timing:

IK sad.

NOTE TO TIMING:
ANIMATE THROUGH
+ THIS
POSE



IK turns around. & Steps away

FEB 27 2014

EPISODE # 1025-174

Production :

1025/174

1025/174

1025/174

1025/174

Hu
Cut

ADVENTURE TIME



Hu
Cut

Sc. 134 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog: IK: We have lost Giuseppe. SEATBELT

Action: IK back of bus. Holding crabapples.

Timing: Bi-PAC Set-up 5/A Sc 127

FEB 27 2014

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EPISODE #

1025/174

Production :

1025/174

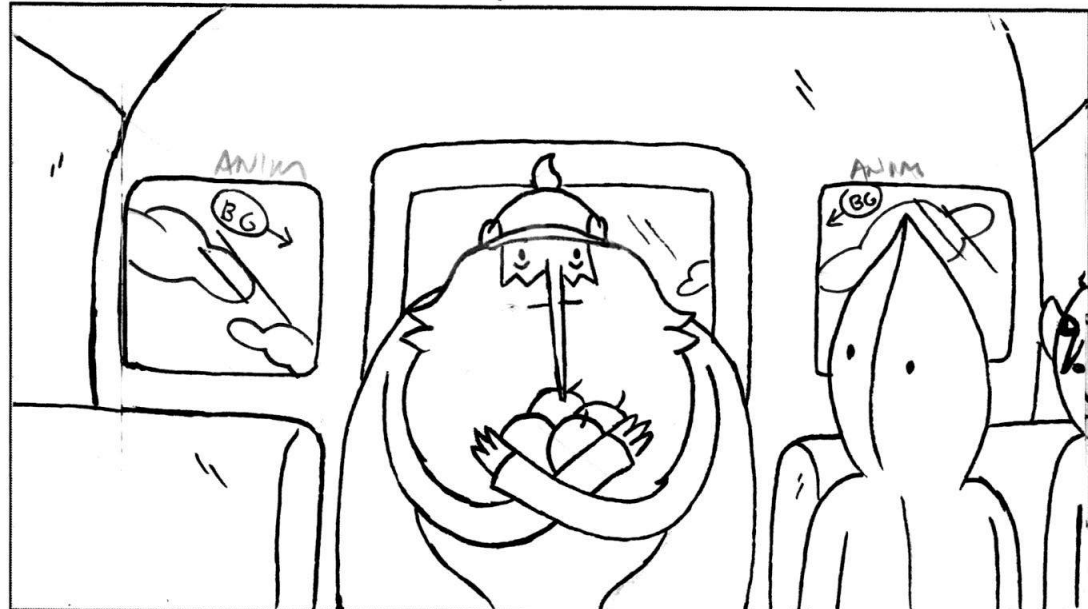
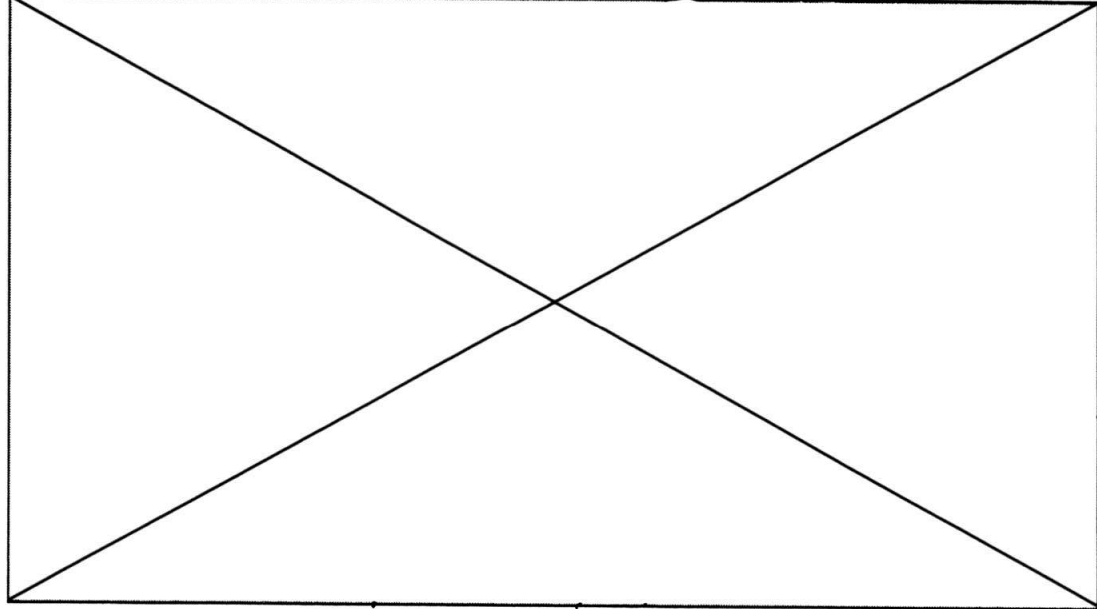
ADVENTURE TIME



135
Hv
Curt

Page 161

Sc. Pnl. Bg. day night Sc. Pnl. A Bg. day night



Dialog:
Action:
Timing:

FEB 27 2014

EPISODE # 1025-174
Production :

1025/174

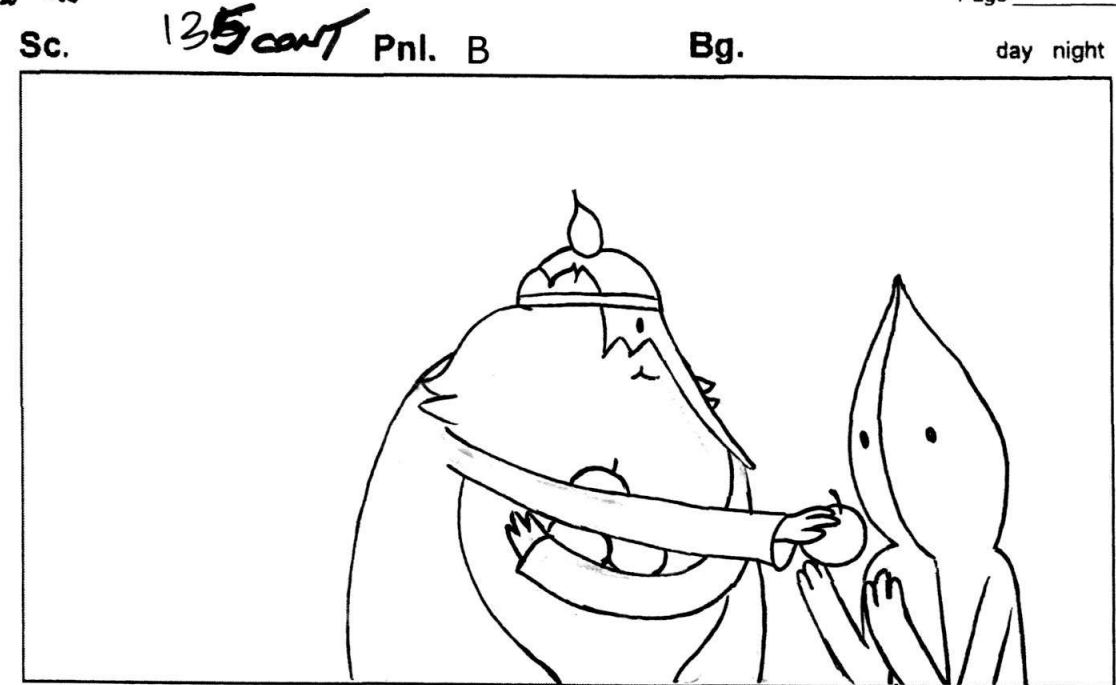
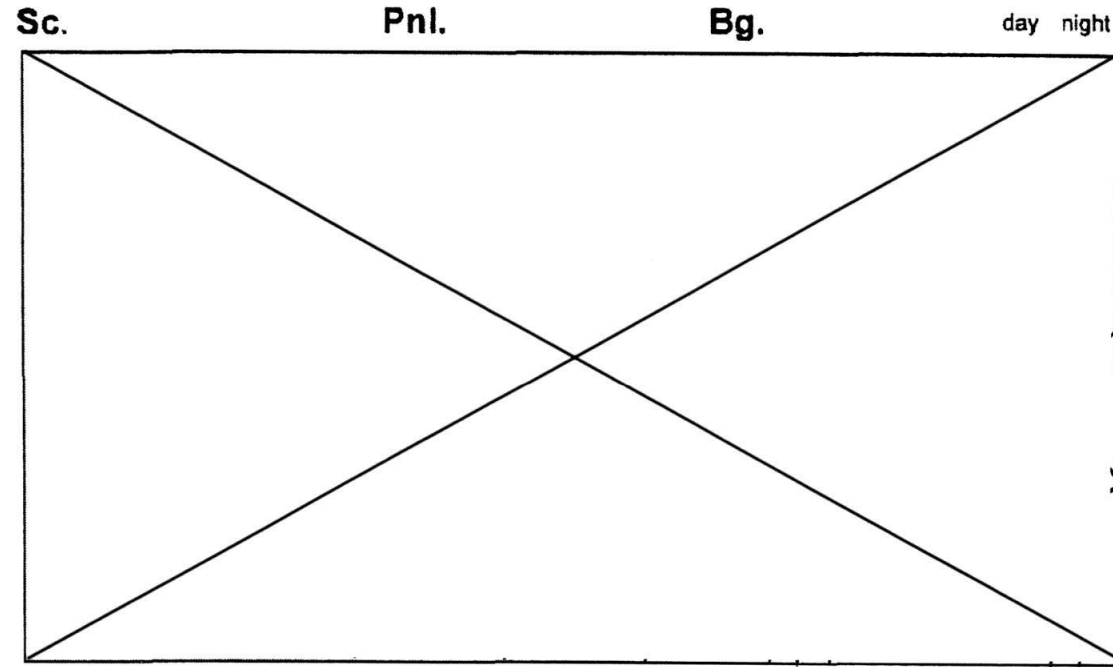
1025/174

1025/174

ADVENTURE TIME



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Dialog:

Action:

*IK hands Leaf Wizard a
crabapple.*

FEB 27 2014

Timing:

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1025/174

Production :

1025/174

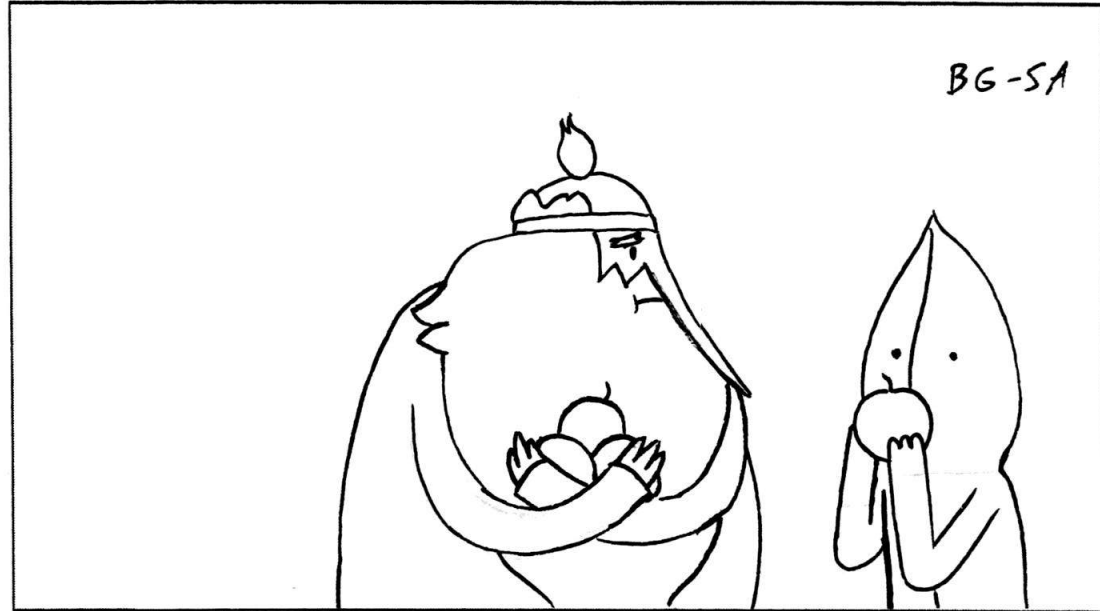
1025/174

ADVENTURE TIME

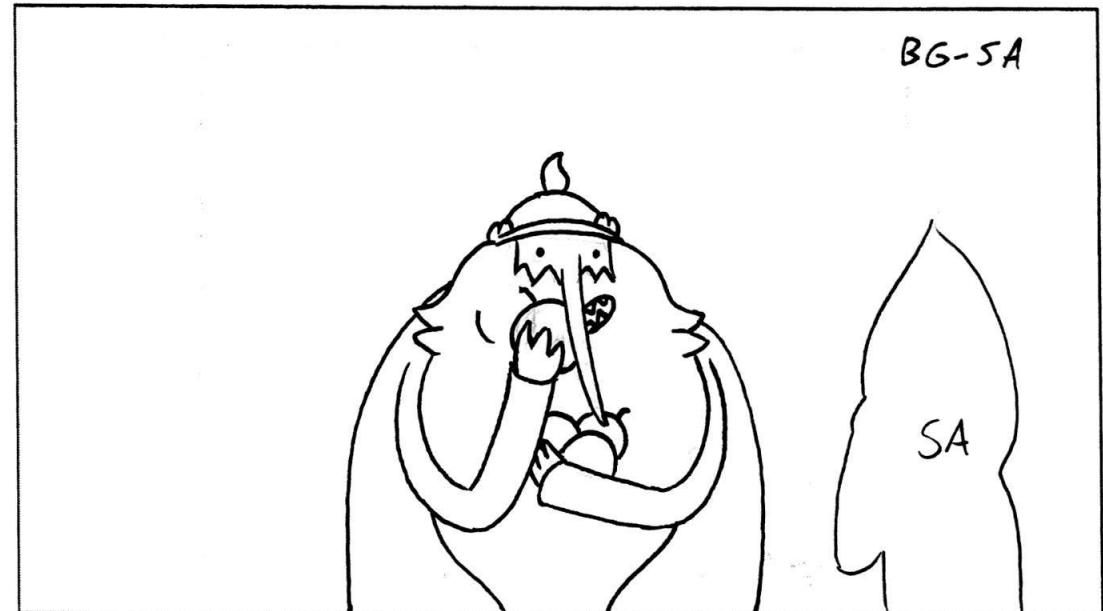



Page 163

Sc. 135 cont Pnl. C Bg. day night



Sc. 135 cont Pnl. D Bg. day night



Dialog:	
Action:	Leaf Wizard smacks apple against face (no mouth)
Timing:	
	
<u>IK</u> : [MUNCHING] Ice King munches absently on a crabapple.	
FEB 27 2014	

EPISODE # 1025-174

Production :

1025/174

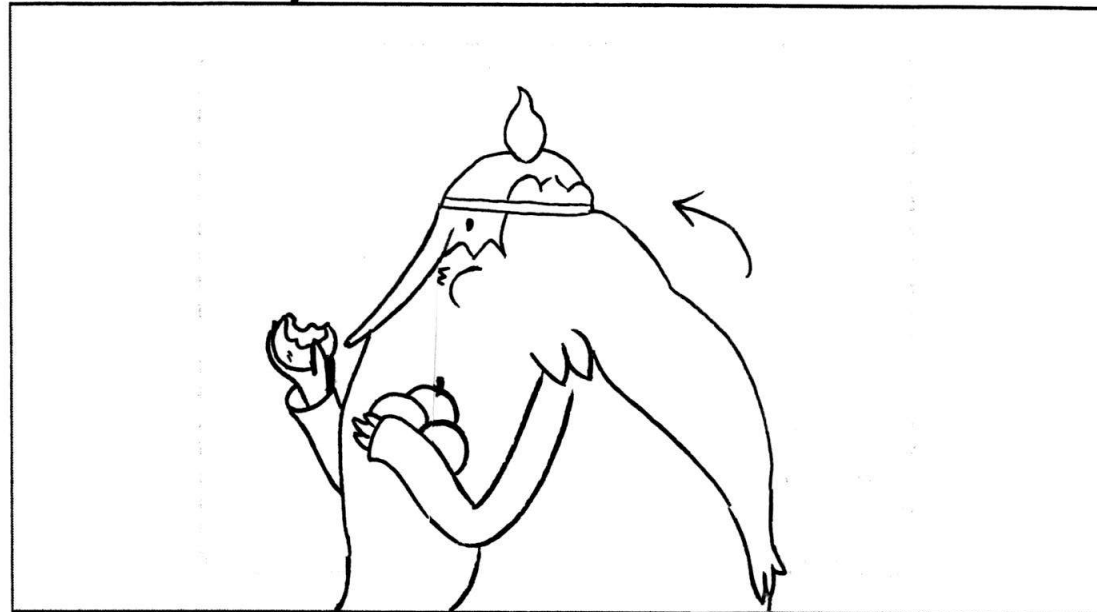
1025/174

ADVENTURE TIME



Page 164

Sc. 135 *cont* Pnl. E Bg. day night



Sc. 135 *cont* Pnl. F Bg. day night



Dialog:

IK: Hmm?

Action:

IK casually turns to his right.

Looks down.
puts apple in bunch.



Timing:

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Production :

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1025/174

1025/174

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1025/174

Ho
Cust

ADVENTURE TIME



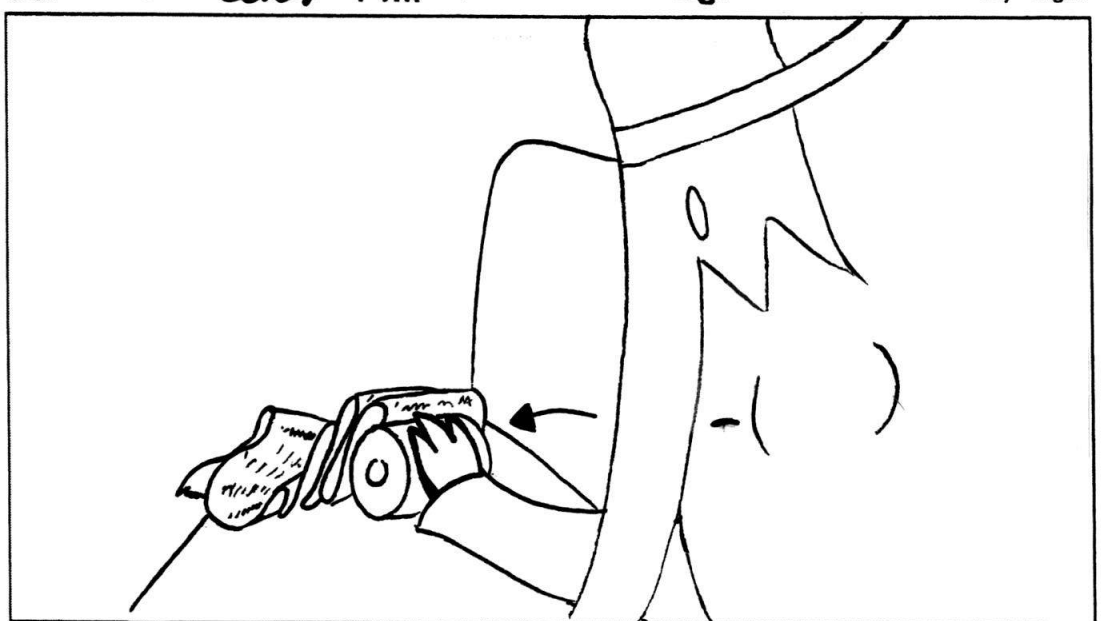
Page 165

Ho
Cust

Sc. 136 Pnl. A Bg. day night



Sc. 136 cont Pnl. B Bg. day night



Dialog: Ik: Let's see what Old Giuseppe wrote.

Action: - Ik sees Giuseppe's toilet paper roll.
- Ik reaches for toilet paper.

Timing:

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1025/174
Production :

1025/174

1025/174

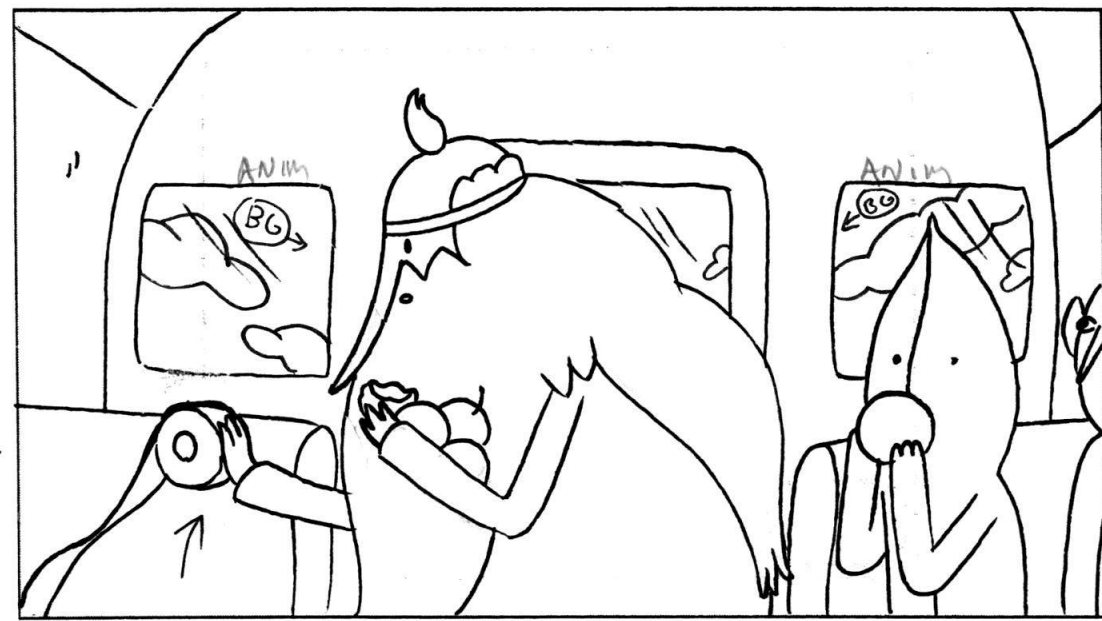
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Ho
Cut

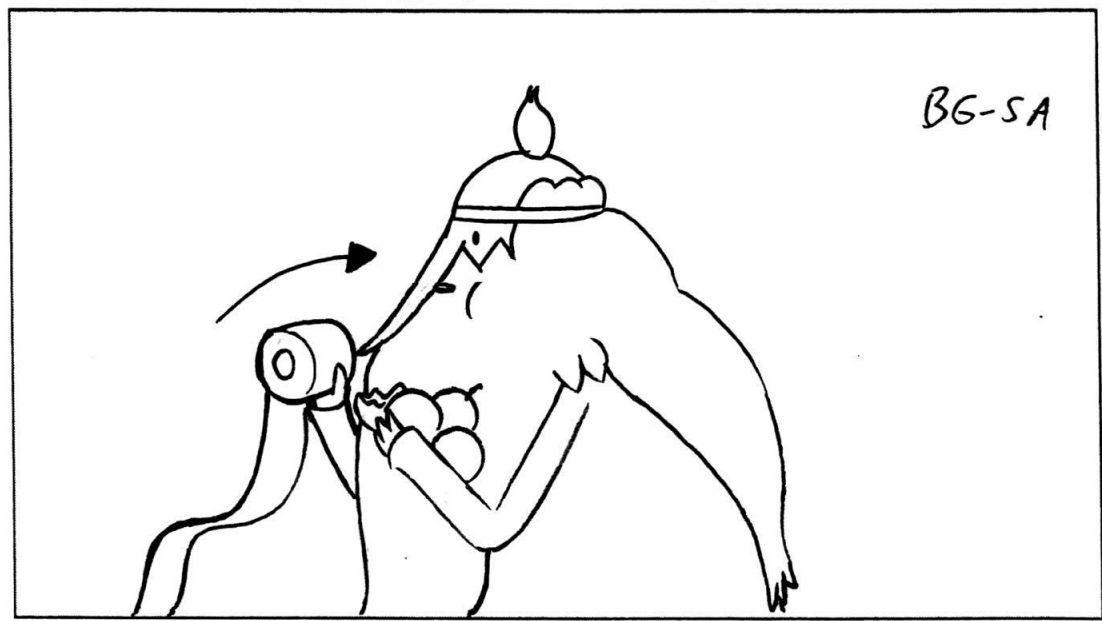
ADVENTURE TIME




Sc. 137 Pnl. A Bg. day night



Sc. 137 *cont* Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

FEB 27 2014

EPISODE # 1025-174
1025/174

Production :

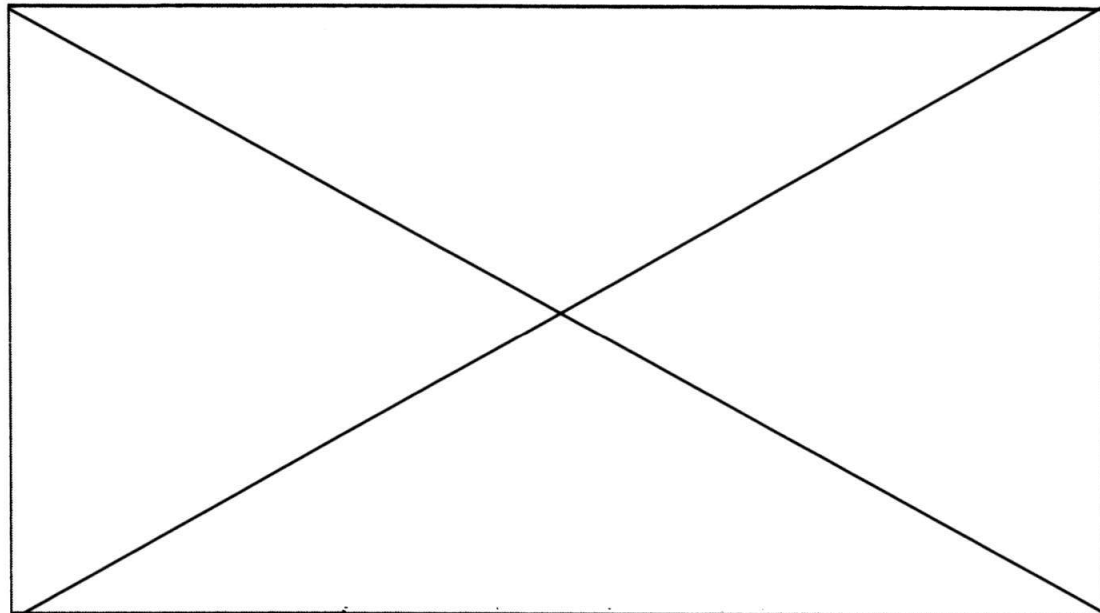
1025/174

ADVENTURE TIME

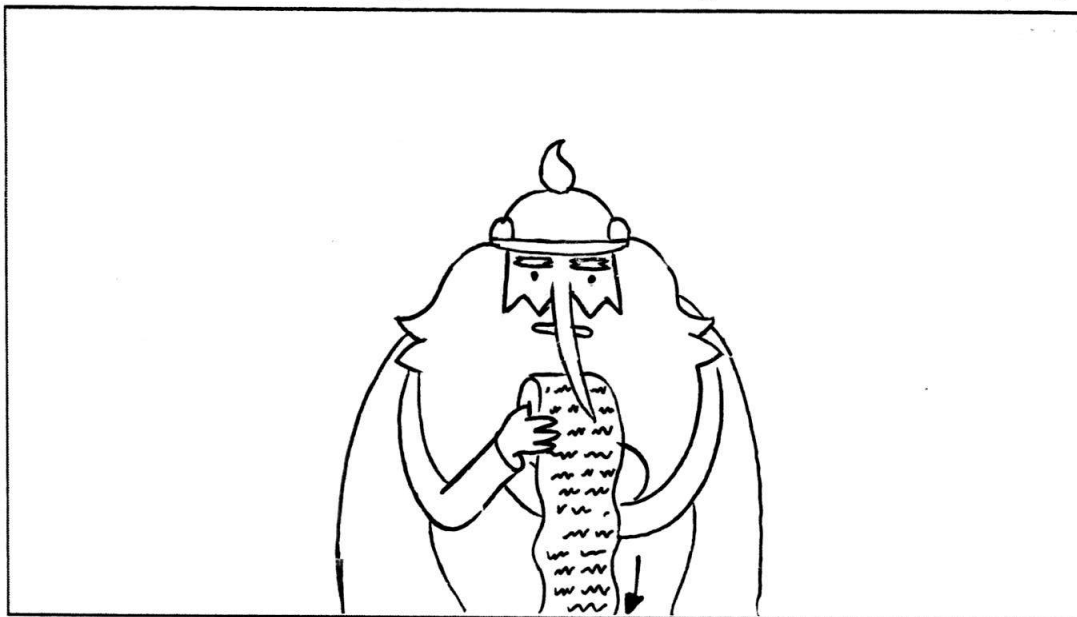


Page 167

Sc. Pnl. Bg. day night



Sc. 137 cont Pnl. C Bg. day night



Dialog:

Action:

Timing:



Ik starts reading. Toilet paper rolls down.
IK's eyes darting back and forth.

FEB 27 2014

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Production :

1025/174

1025/174

ADVENTURE TIME

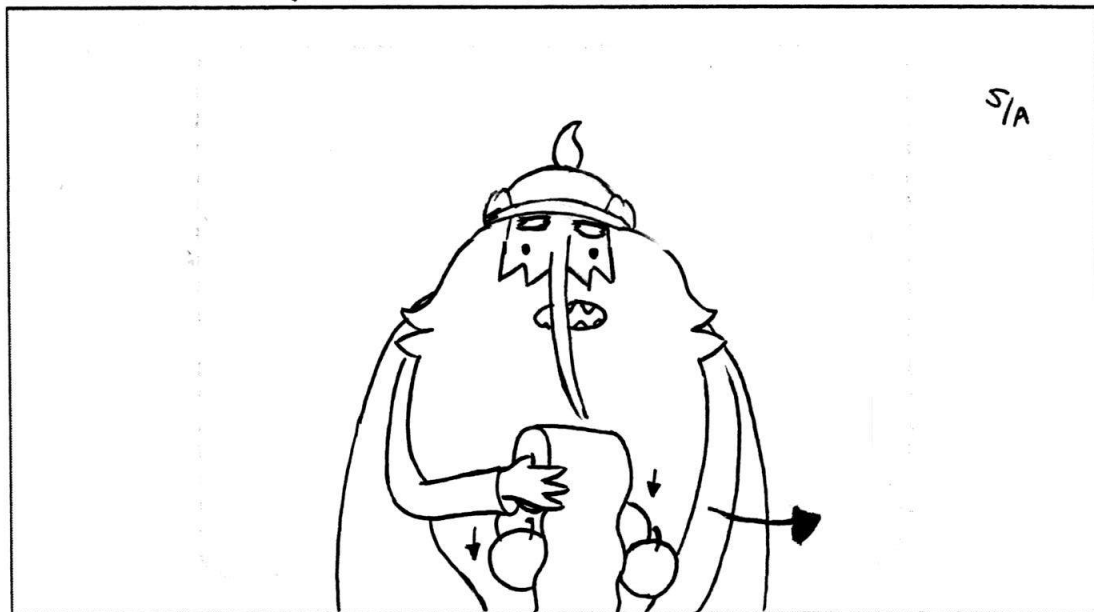


Page 168

Sc. 137 *cont* Pnl. D

Bg.

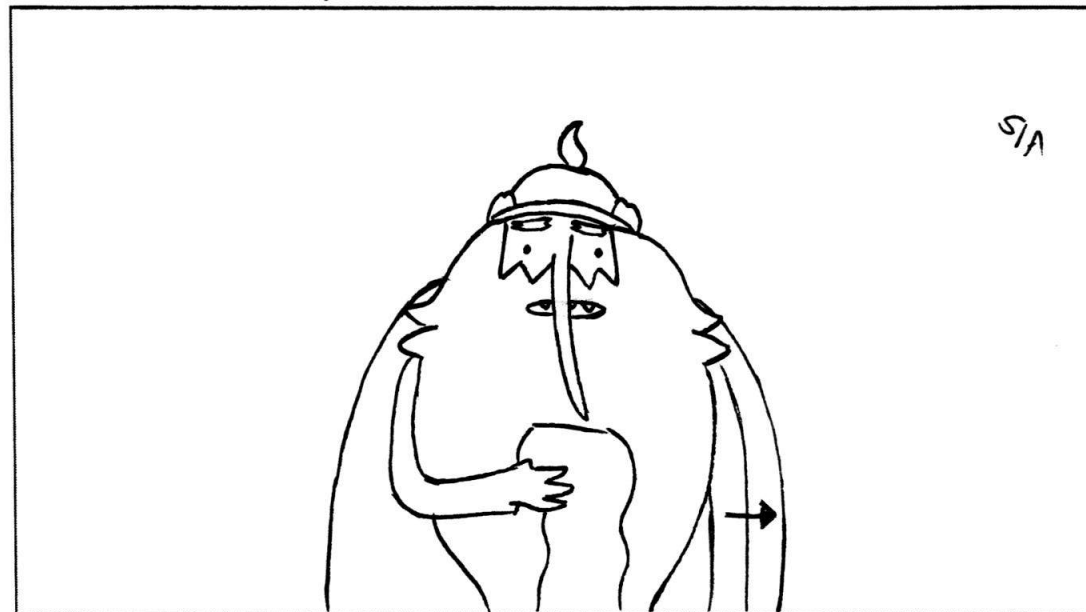
day night



Sc. 137 *cont* Pnl. E

Bg.

day night



Dialog:

OUT

Action:

IK amazed, IK's arm
goes limp. Drops apples.

FEB 27 2014

Timing:

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1025/174

Production :

1025/174

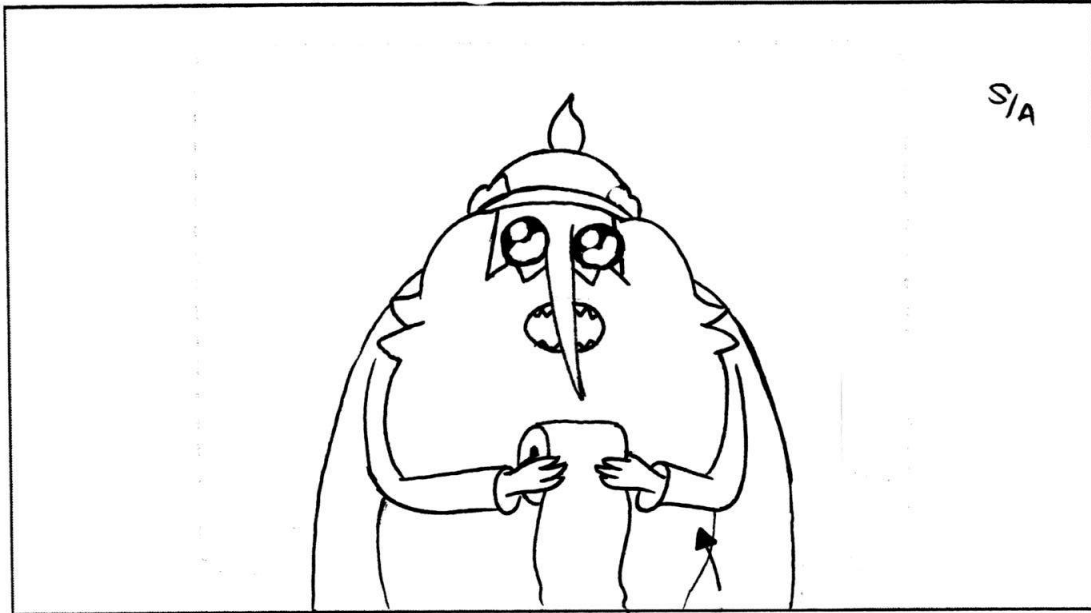
1025/174

ADVENTURE TIME

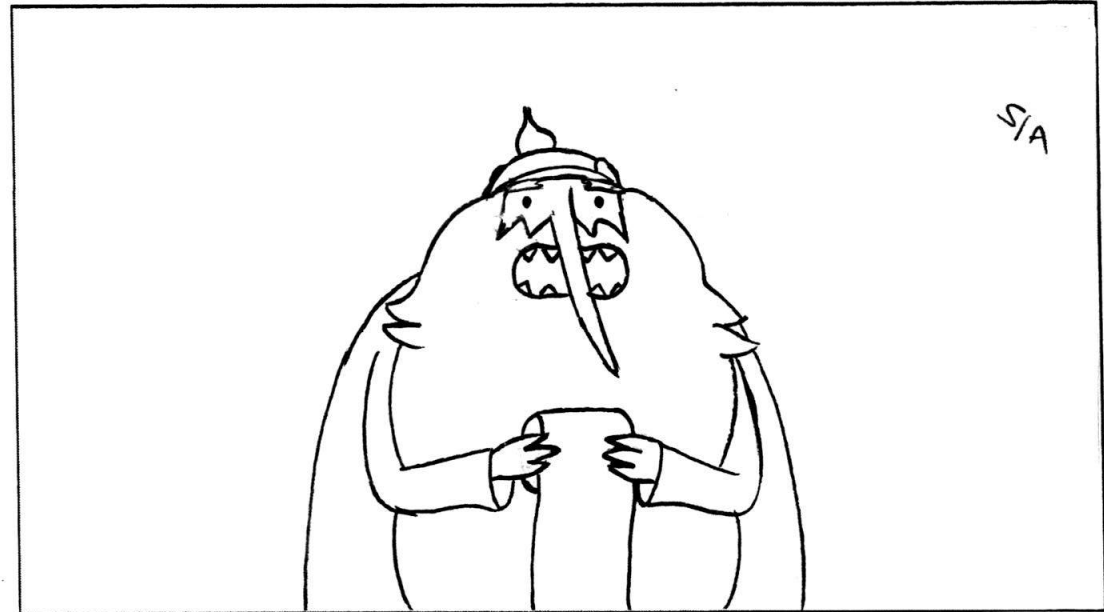


Page 169

Sc. 137 *cont* Pnl. F Bg. day night



Sc. 137 *cont* Pnl. G Bg. day night



Dialog: Ik: [GASP]

Ik: Listen to this everybody!

Action: Eyes light up with wonder.

FEB 27 2014

Timing:

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

ADVENTURE TIME

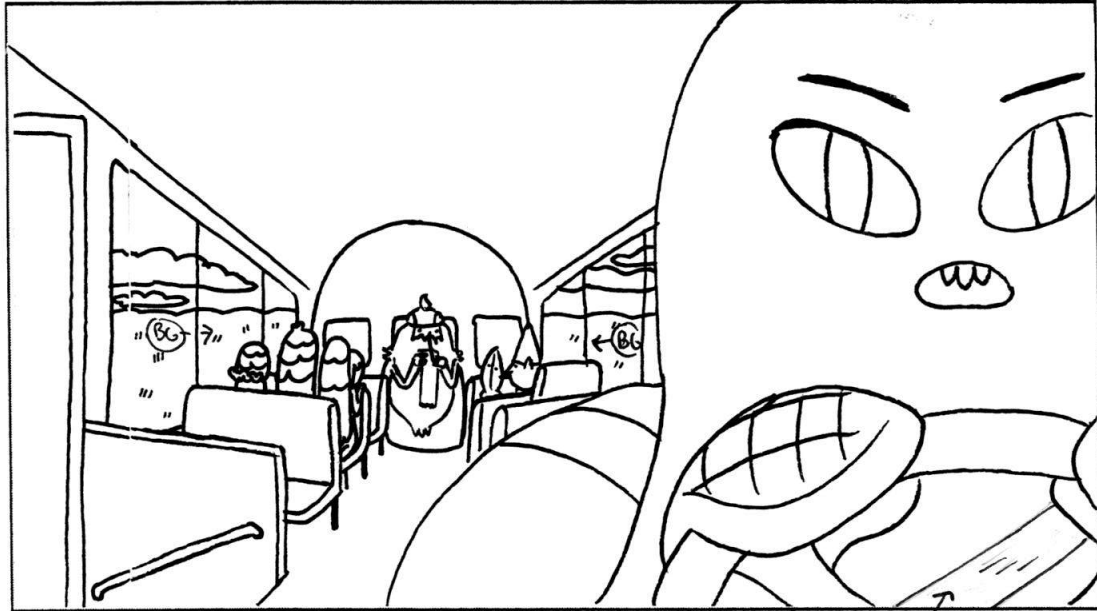


cut
w/ X DISS

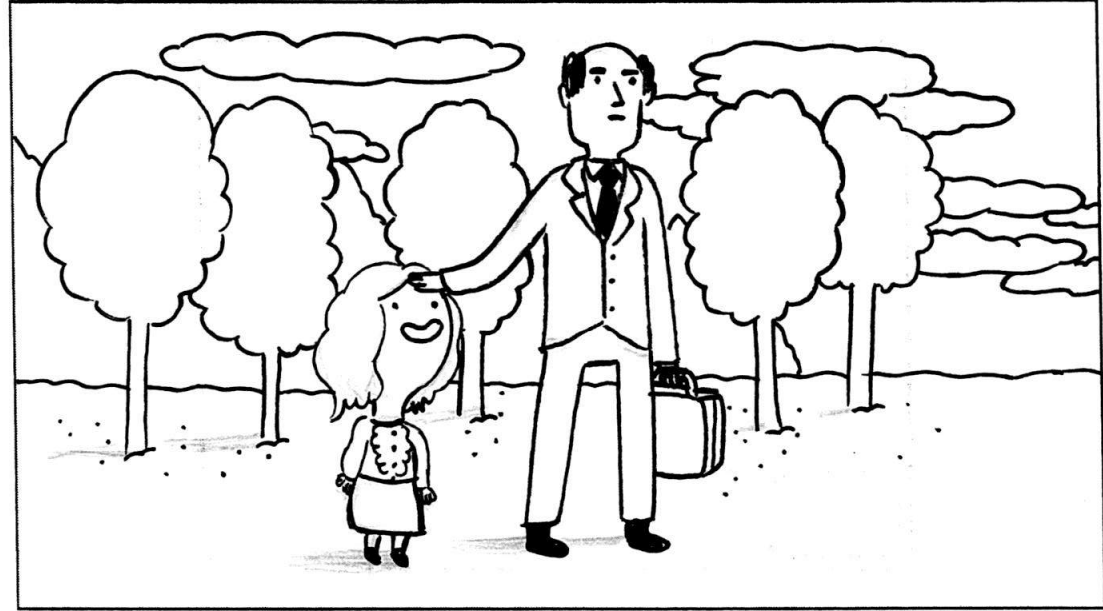
Page 170

cut

Sc. 130 Pnl. A Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog:

IK: " These are not my
tear drops,



IK: (O.S.) daughter dear!

Action: - IK READS POEM ALOUD

B1 - PAC 5/A SC 127

FEB 27 2014

Timing:

1025-174

EPISODE #

1025/174

Production :

1025/174

ADVENTURE TIME



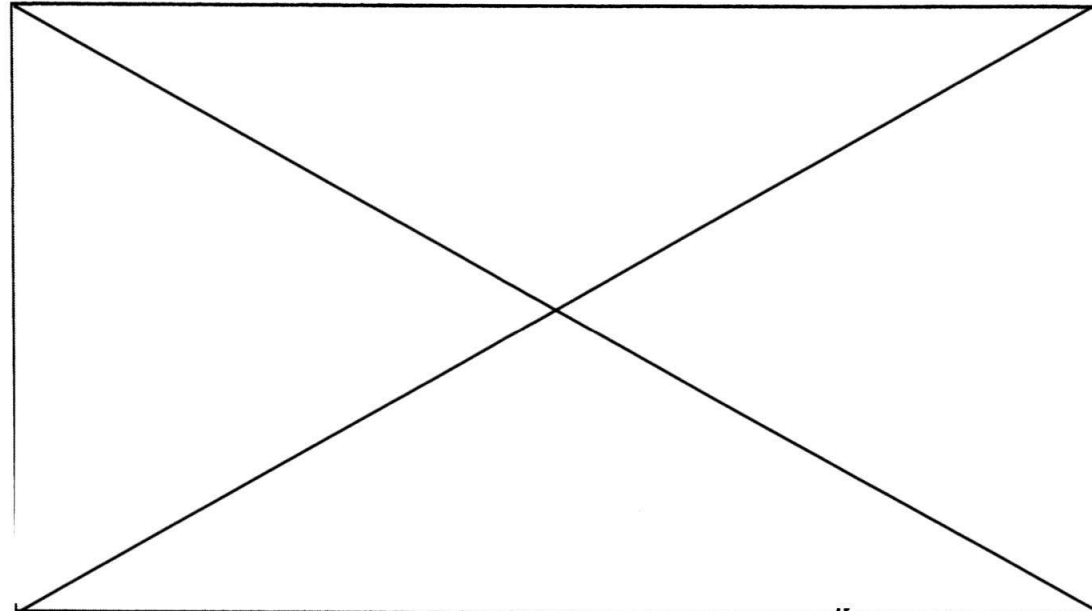
NO SC'S
141-142

Page 171

Sc. 146 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

IK: (0.5) but just a sheen of
dew that lingers here!

Action:

Timing:

FEB 27 2014

Production :

EPISODE #

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1025/174

1025/174

1025/174

1025/174

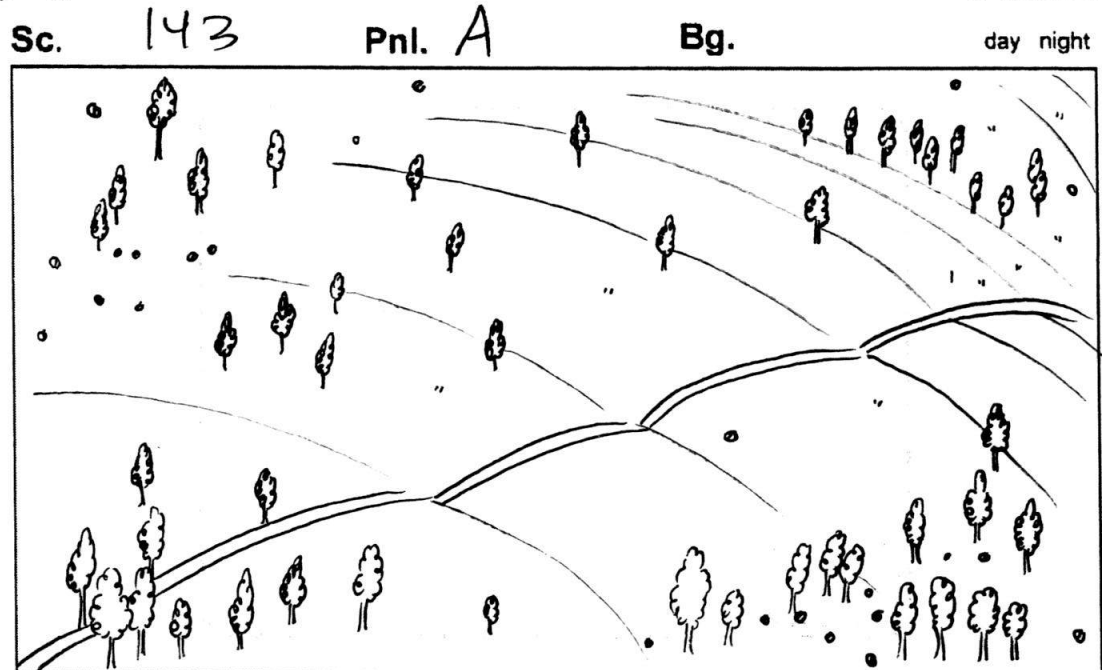
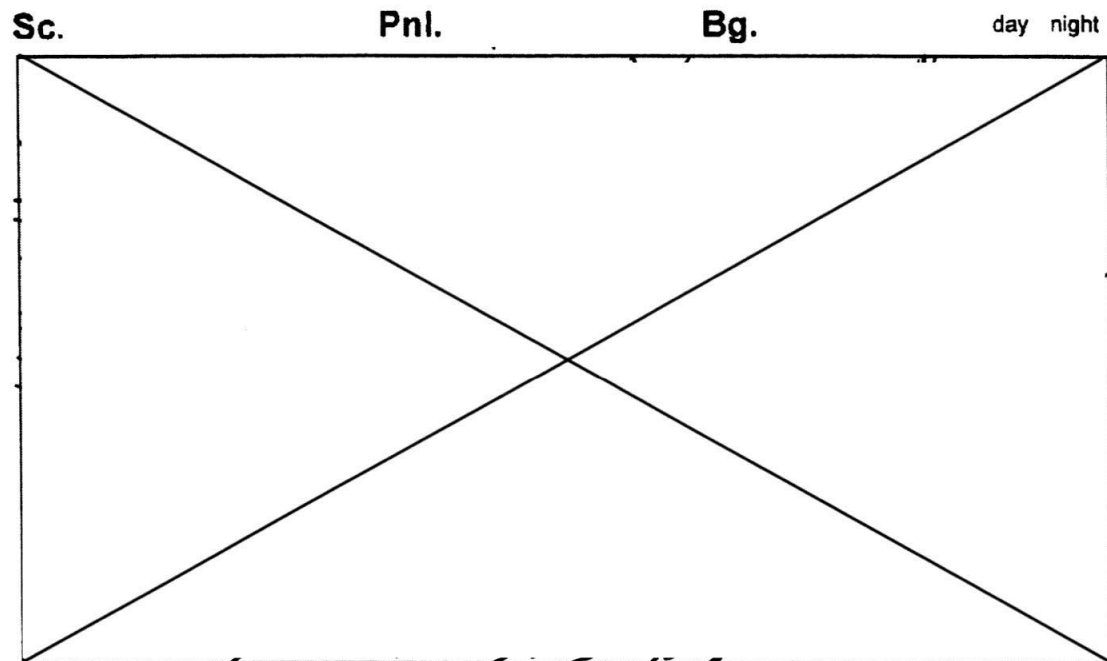
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ADVENTURE TIME



Cut

Cut



Dialog:	<u>IK:</u> (o.s.) past other fields/
Action:	
Timing:	

SEP 9 7 2014

EPISODE # 1025-174

1025/174

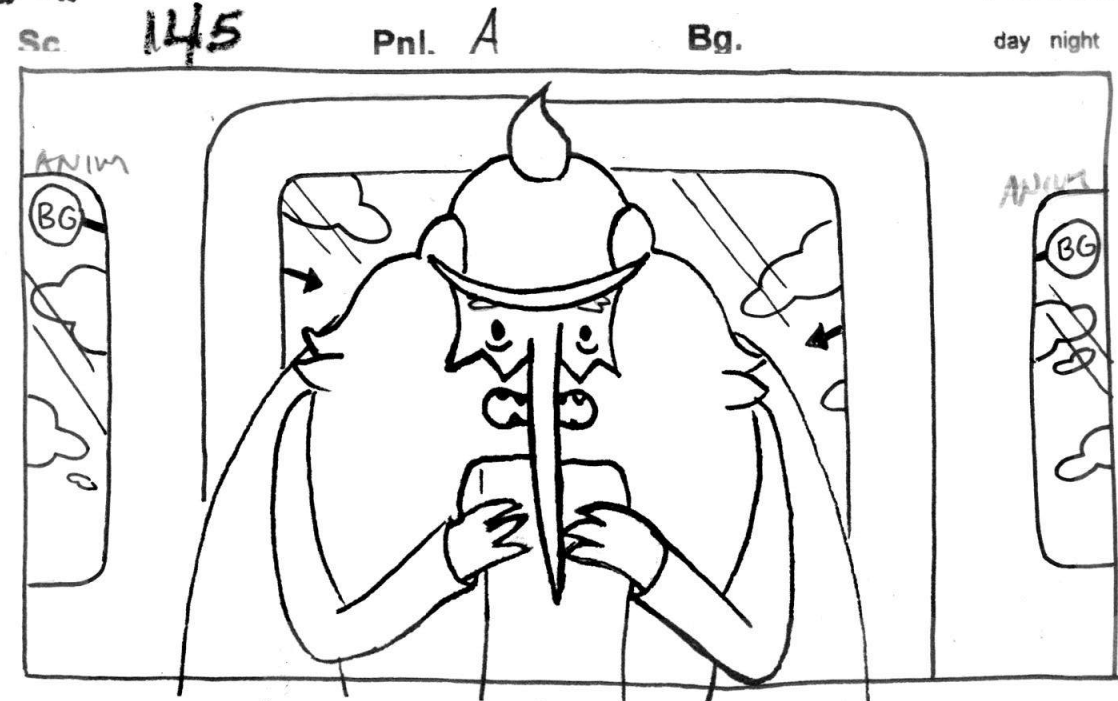
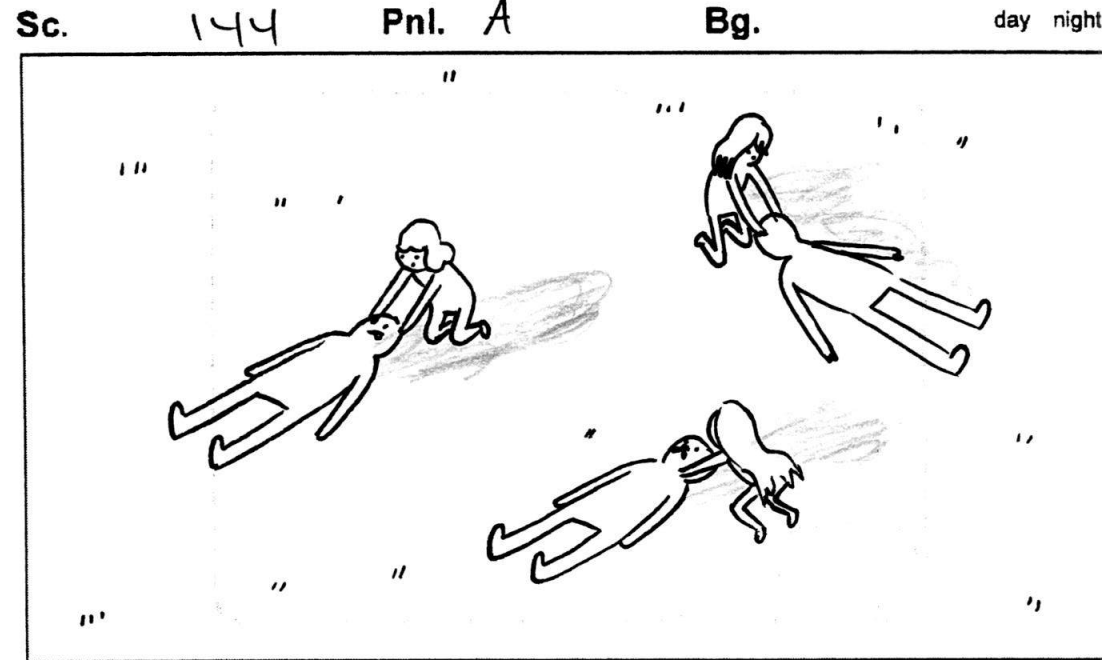
Production :

1025/174

ADVENTURE TIME



Page 173



Dialog:	<u>IK:</u> where other fathers lie	<u>KO:</u> who kept their daughters better far than I...
Action:		
Timing:		

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Production :

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1025/174

1025/174

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ADVENTURE TIME



Page 174

Sc. 145 CONT-

B

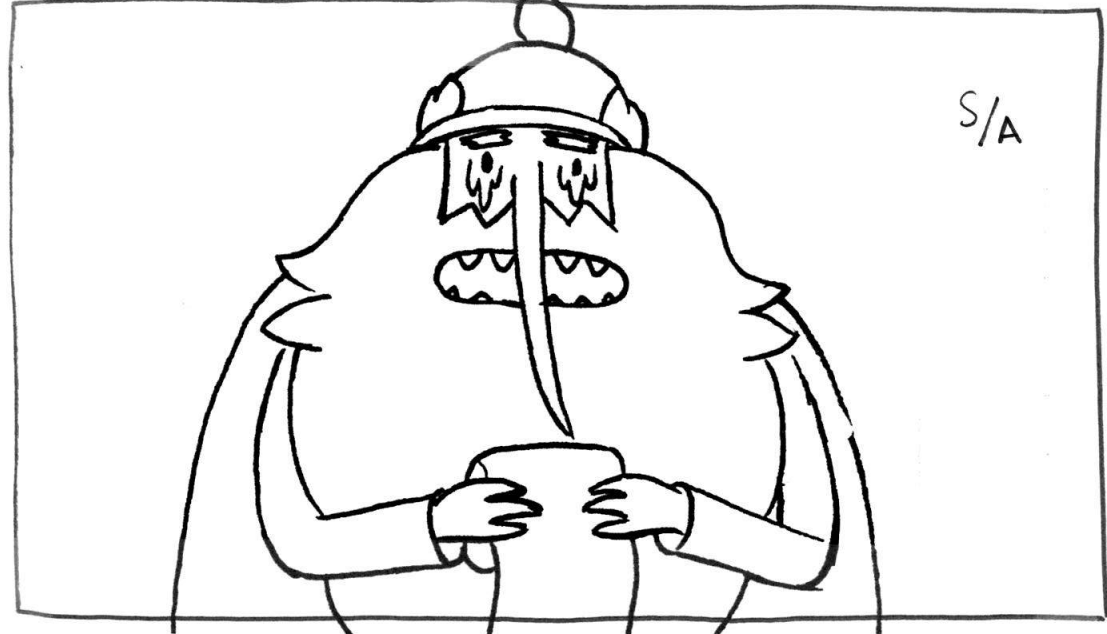
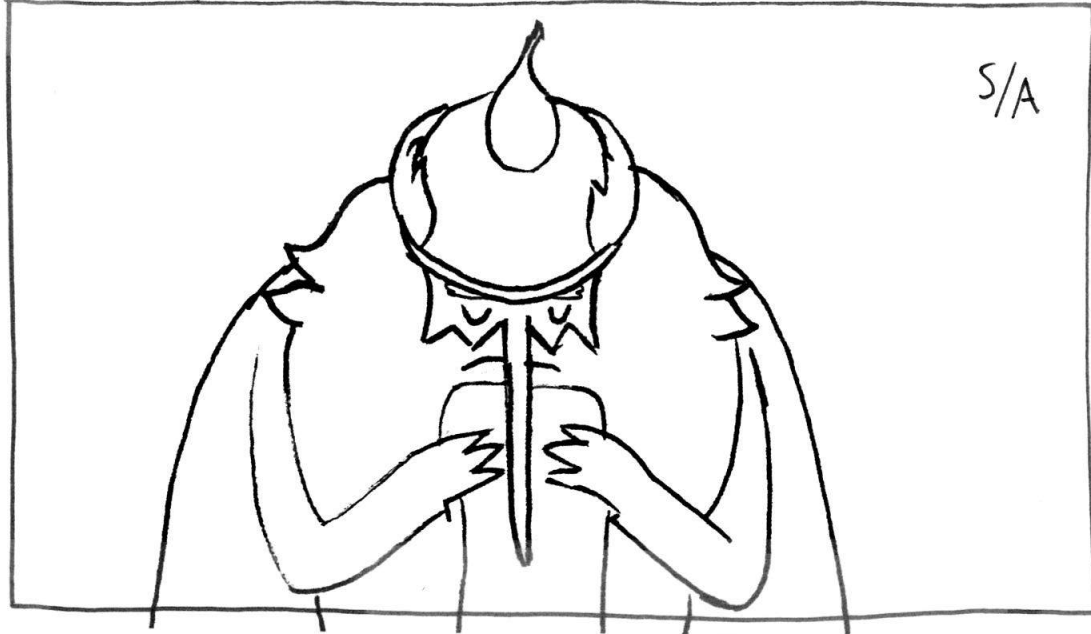
Bg.

day night

Sc. 145 CONT

C Bg.

day night



Dialog:

...

IK: What do you guys think?

Action:

- IK still for a beat.

- IK LOOKS UP W/ TEARS IN HIS EYES

FEB 27 2014

Timing:

EPISODE #

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1025/174

Production :

1025/174

cut

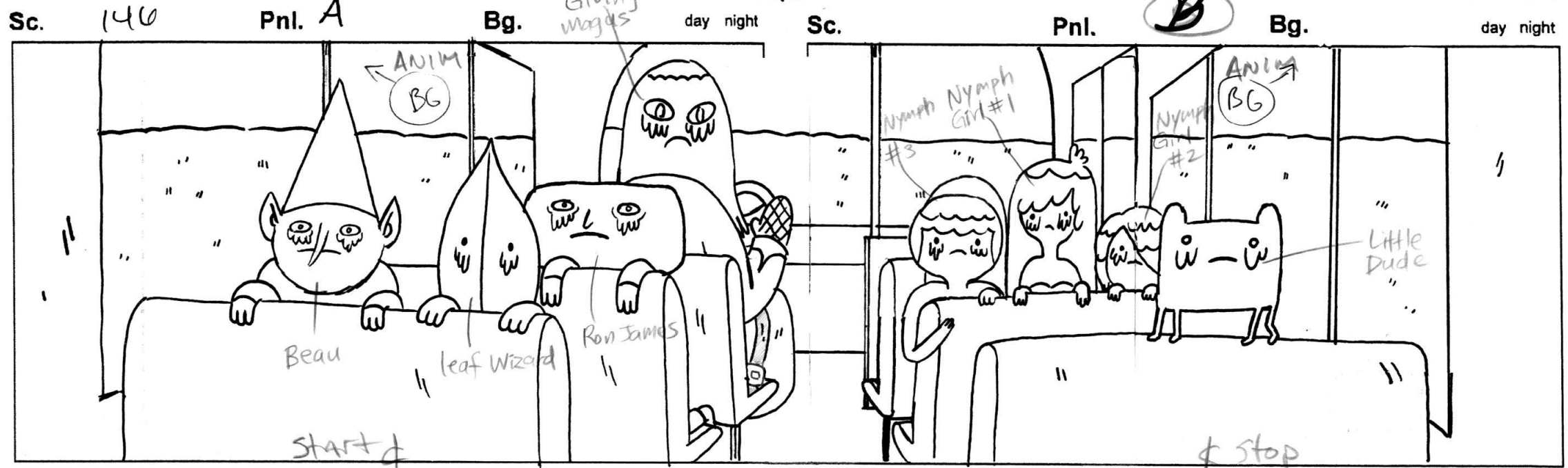
1025/174

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ADVENTURE TIME



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Dialog:	<p>pano →</p>	
Action:	<p>- Everyone's eyes well with tears. - PAN ACROSS WIZARDS</p>	
Timing:	<p>FEB 27 2014</p>	

1025-174
EPISODE #
1025/174
Production :

1025/174

Cut

ADVENTURE TIME

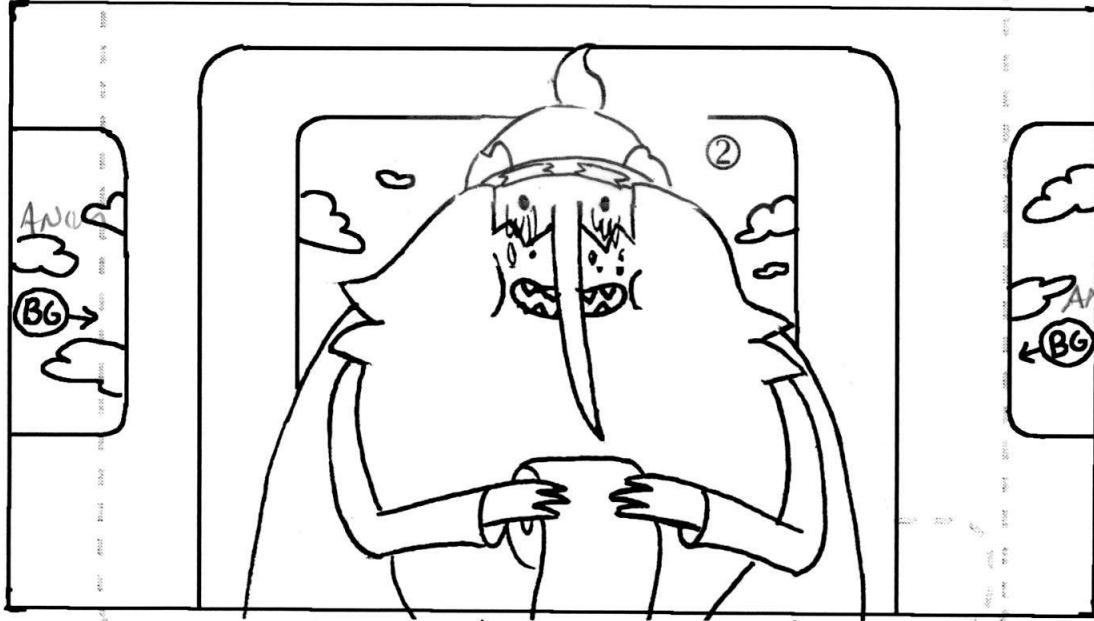


Cut

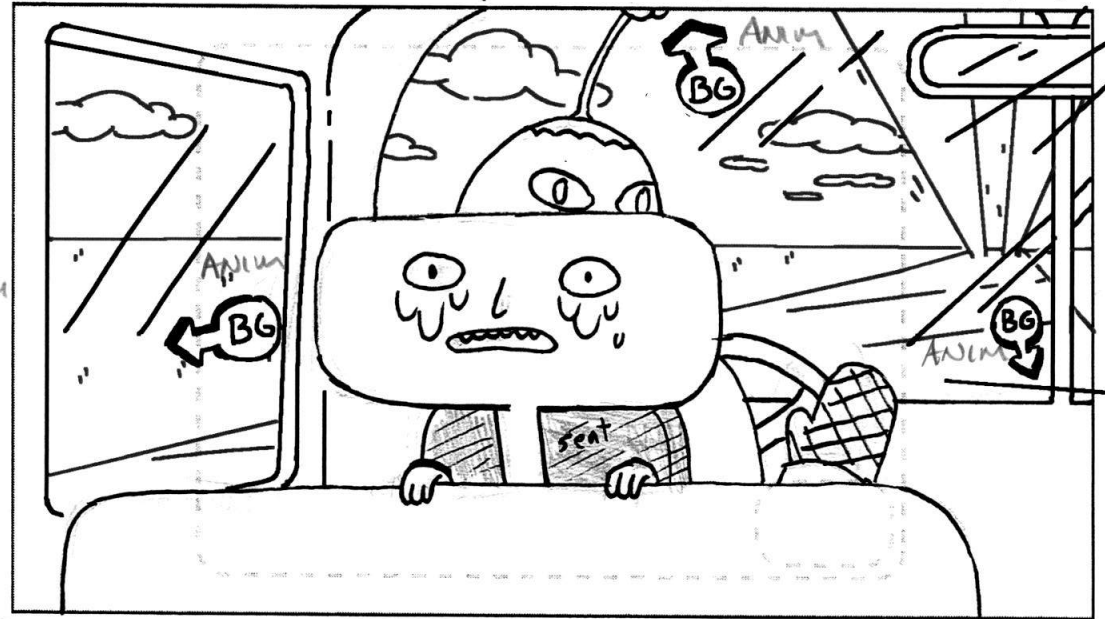
Page 176

Cut

Sc. 147 Pnl. A Ba. day night



Sc. 148 Pnl. A Bg. day night



A.B.D.'S
ICE
MAGIC

1025-174

ICE
ROAD

EPISODE #

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Dialog: Ik: What's wrong with you guys? Ron James:^{SNF} Looks who's talking.

Action:

Timing:



FEB 27 2014

Production :

1025/174

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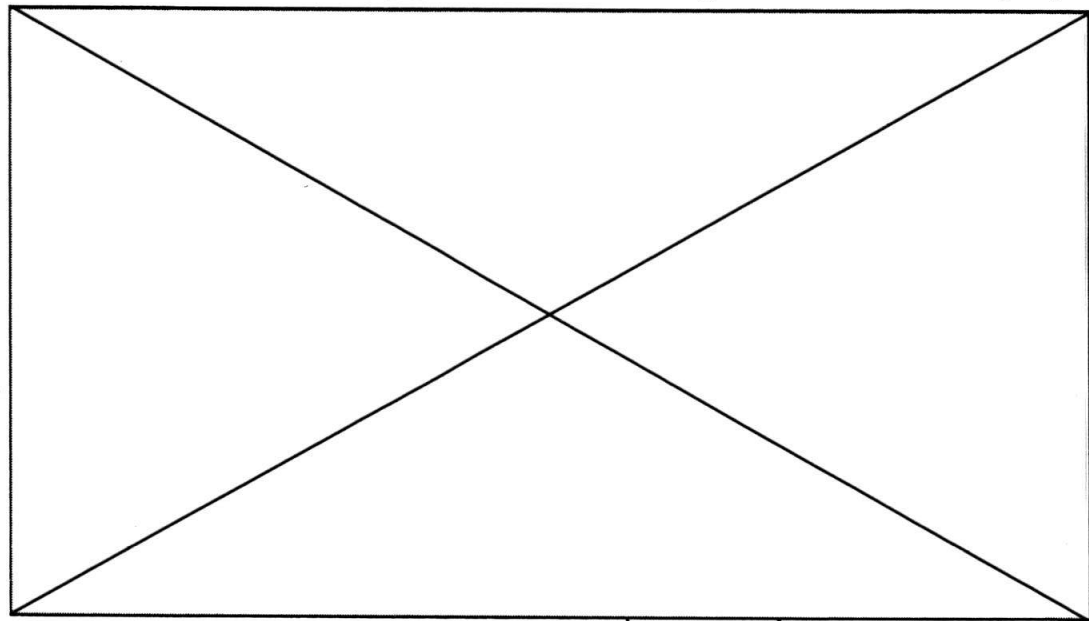
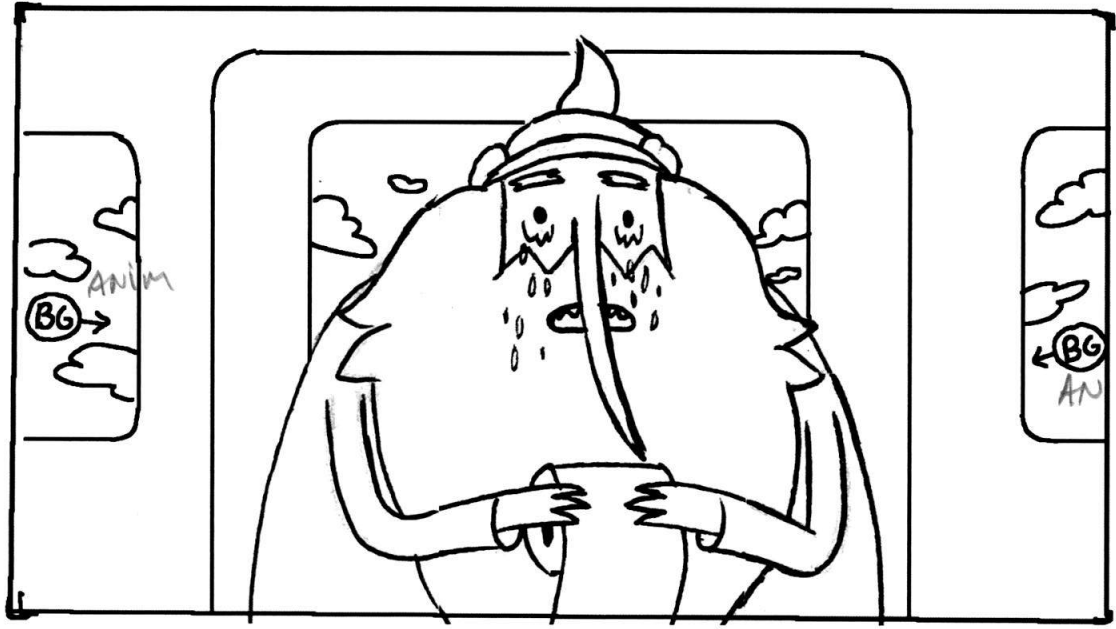
1025/174

Cut

ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	<u>IK</u> : Huh?...
Action:	
Timing:	FEB 27 2014

1025/174

EPISODE # 1025-174
Production : 1025/174

1025/174

ADVENTURE TIME

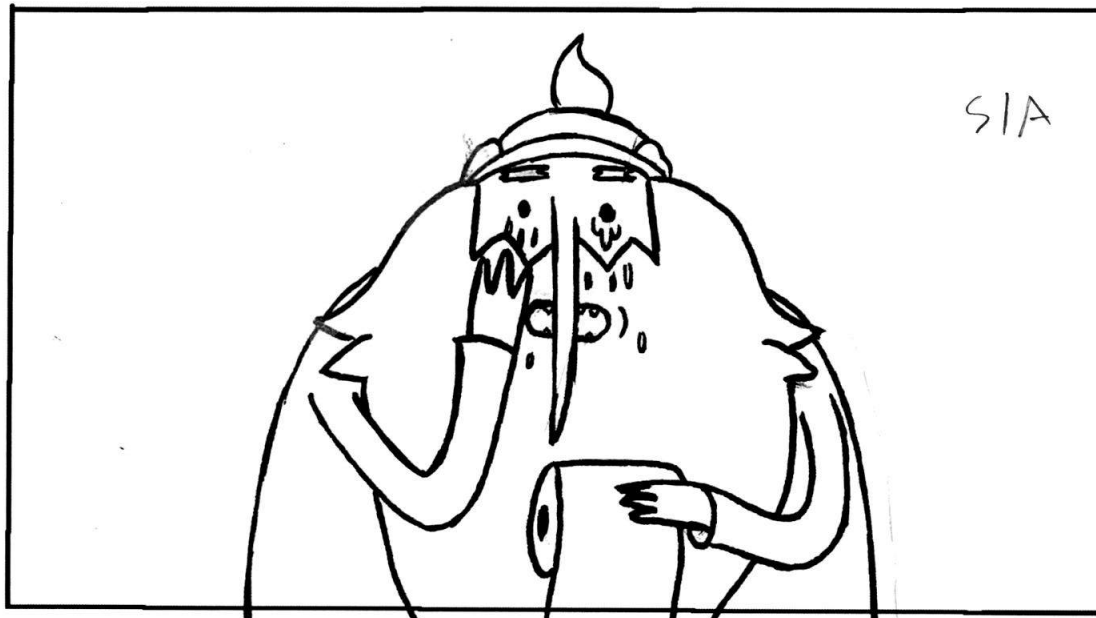


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Sc. 149 cont Pnl. B

Ba.

day night



Sc. 149 cont Pnl. C

Bg.

day night



Dialog:

Action:

-IK checks for tears.

Wipe tears.

Timing:

FEB 27 2014



Production :

EPISODE # 1025-174

1025/174

1025/174

1025/174

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ADVENTURE TIME




Sc. 149 cont Pnl. D Bg. day night



Sc. 149 cont Pnl. E Bg. day night



Dialog:	<p>IK: THIS IS TRUE ART ...</p>	<p>IK: [BLOWS NOSE]</p>
Action:		<p>Blows nose into the poetry.</p>
Timing:		<p>FEB 27 2014</p>

EPISODE # 1025-174

1025/174

Production :

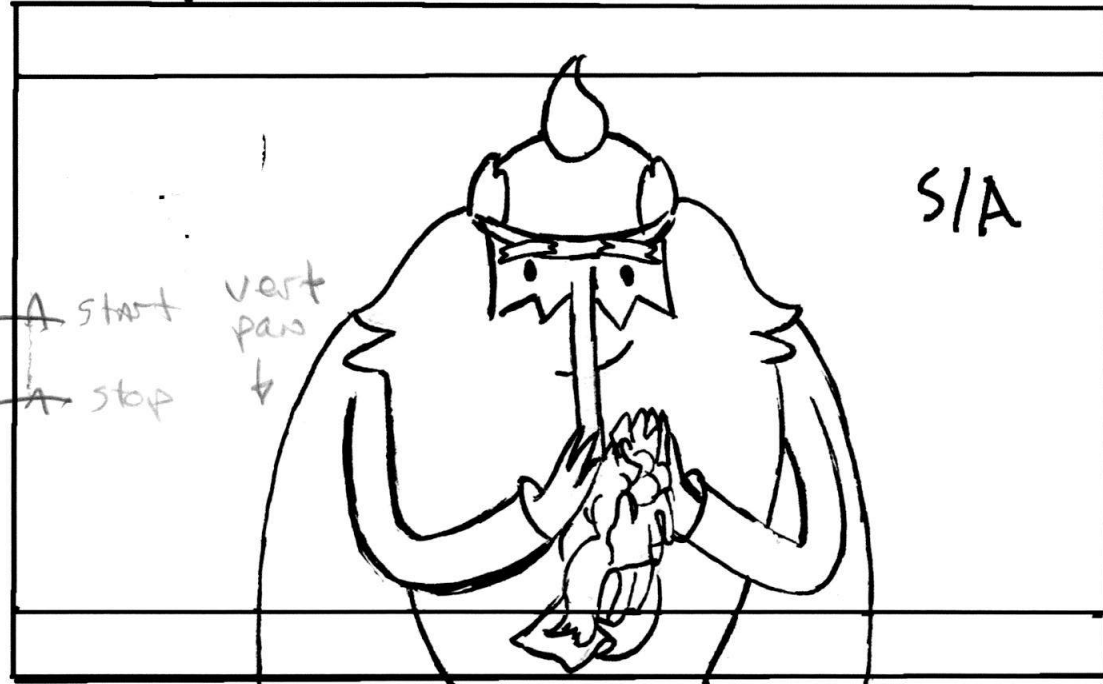
1025/174

ADVENTURE TIME

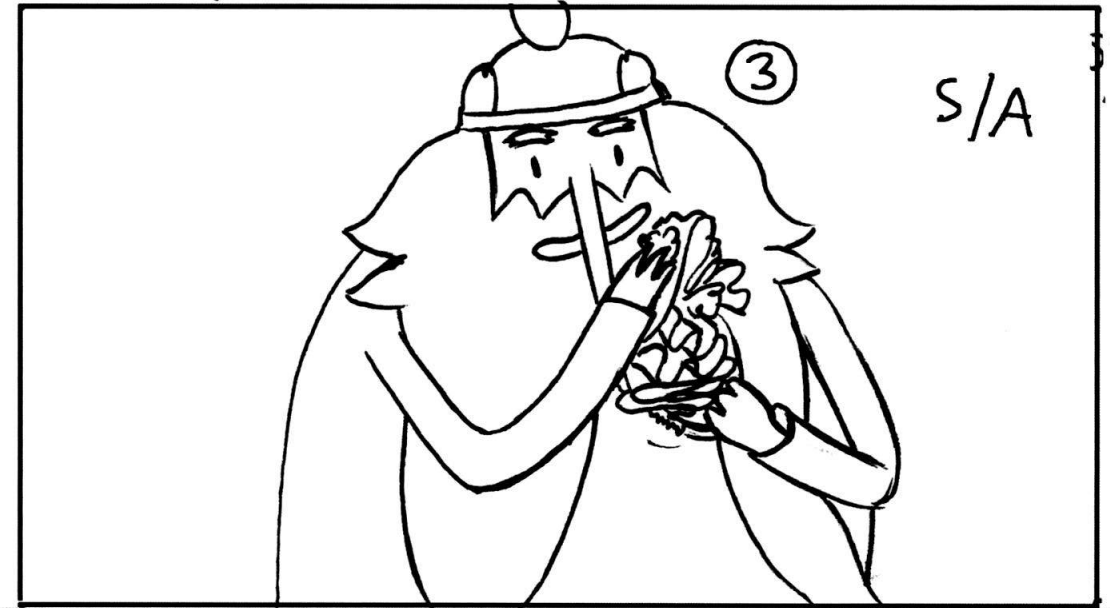


Page 180

Sc. 149 cont Pnl. F Bg. day night



Sc. 149 cont Pnl. G Bg. day night



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Production :

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ADVENTURE TIME



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Sc. 149 cont Pnl. H

Bg.

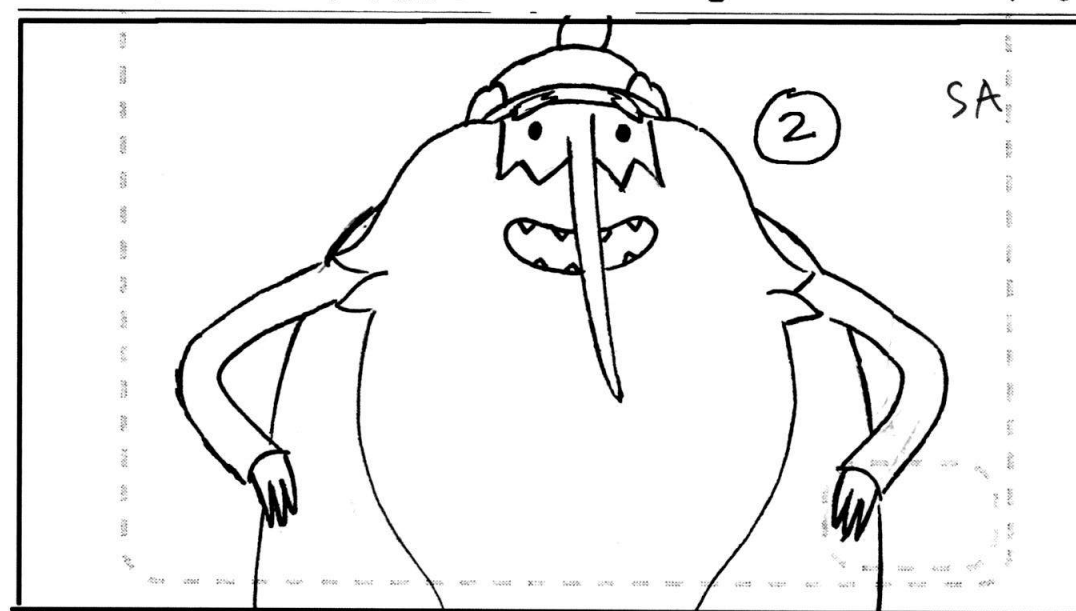
day night



Sc. 149 cont Pnl. I

Bg.

day night



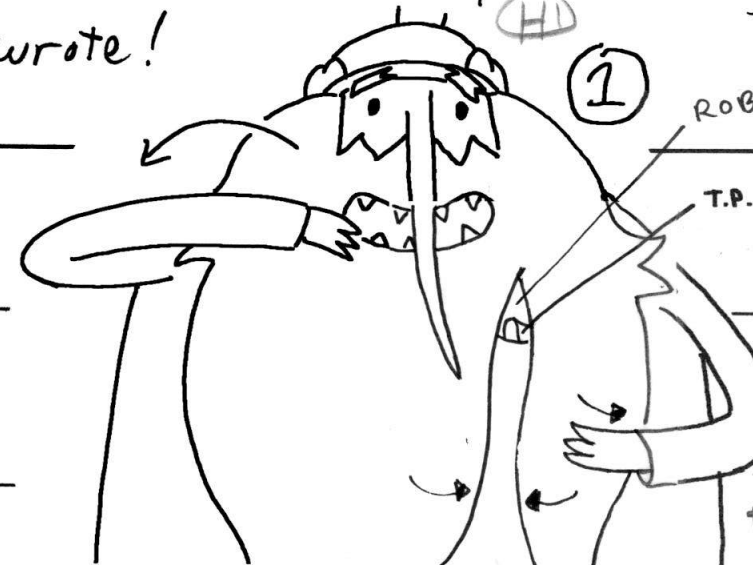
Dialog:

Action:

Timing:

- I/K SHAVES WADDLED-UP TP INTO POCKET.

I/K: Let's see what you other guys wrote!



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Production :

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1025/174

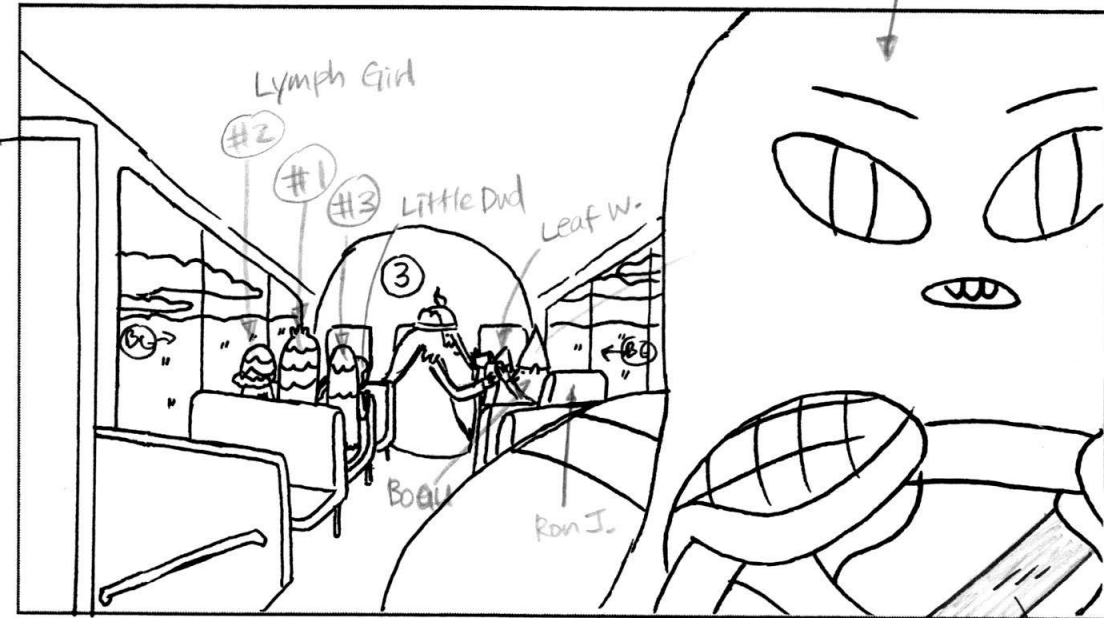
Ho cut

ADVENTURE TIME

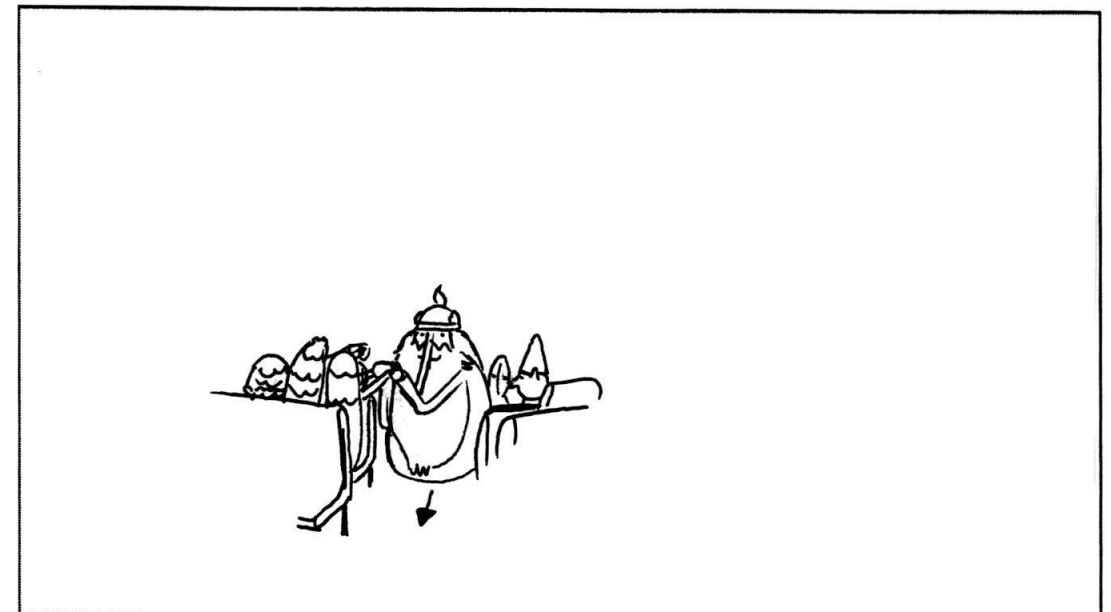


Page 182

Sc. 150 Pnl. A Bg. day night



Sc. 150 *cut* Pnl. B Bg. day night



Dialog:

Bi-Pack Set up

SEATBELT

Action:

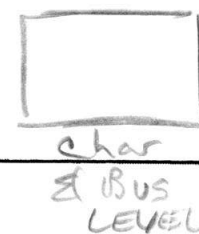
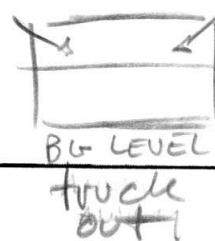
walking aisle of bus,
being handed poetry.



Timing:



Bi-Pac setup



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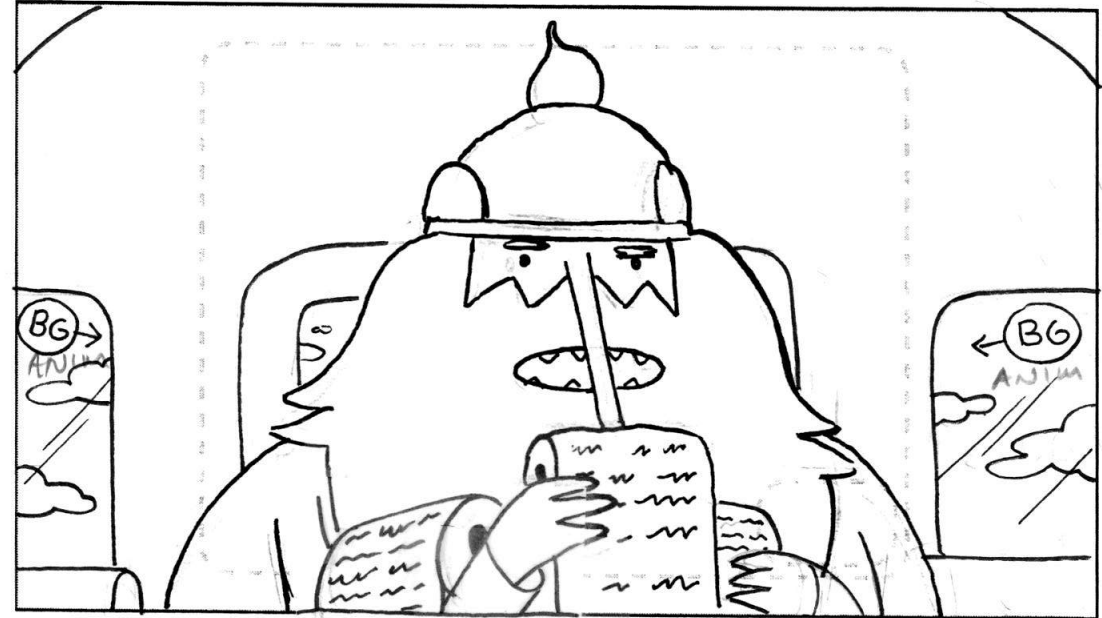
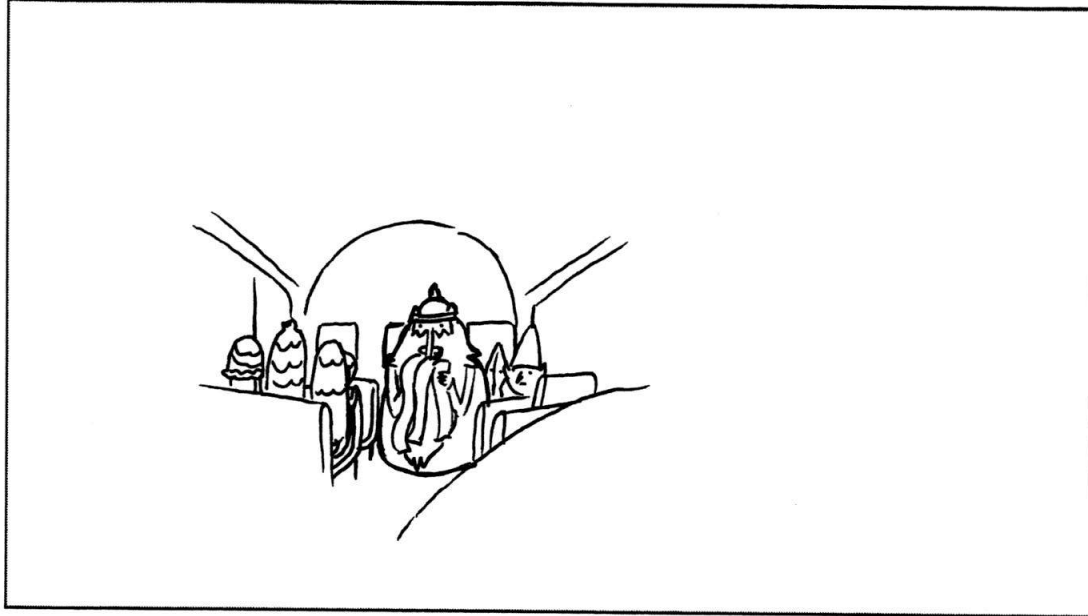
ADVENTURE TIME



HO
cut

Page 183

Sc. 156 *cont* Pnl. C Bg. day night Sc. 151 Pnl. A Bg. day night



Dialog:

Ik:

Little Dude,
Here's yours...

Action:

Timing:

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Production :

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1025/174

1025/174

ADVENTURE TIME

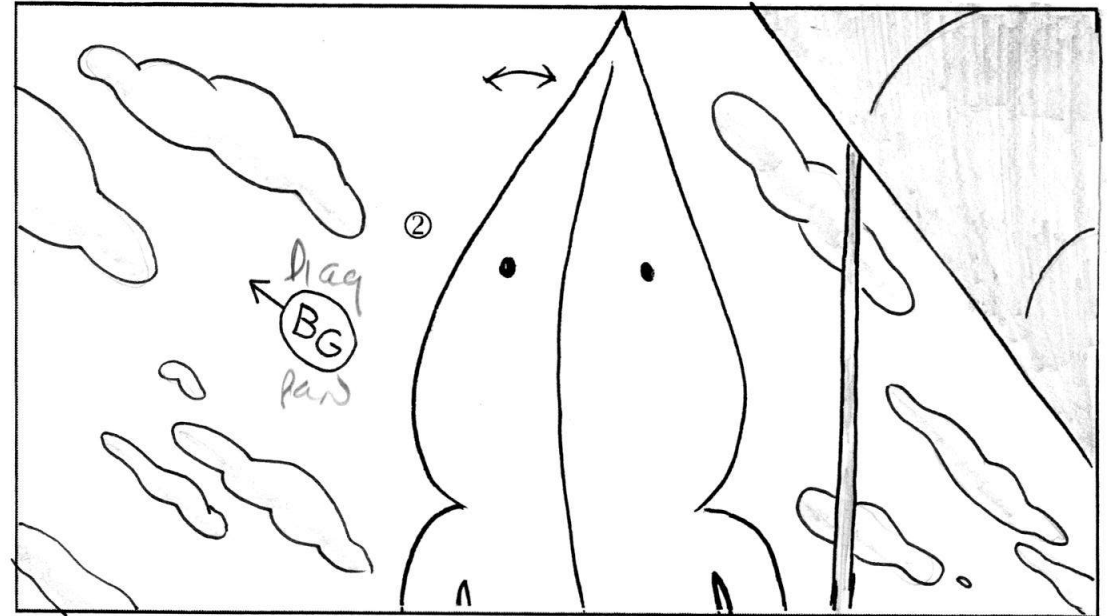


Page 184

Sc. 151 *CONT* Pnl. B Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog: IK: days don't have shades/
directions with no ways/
um... adjusting minimum/ scholarly curriculum
to enrich empty minds it takes refracted sunshines...

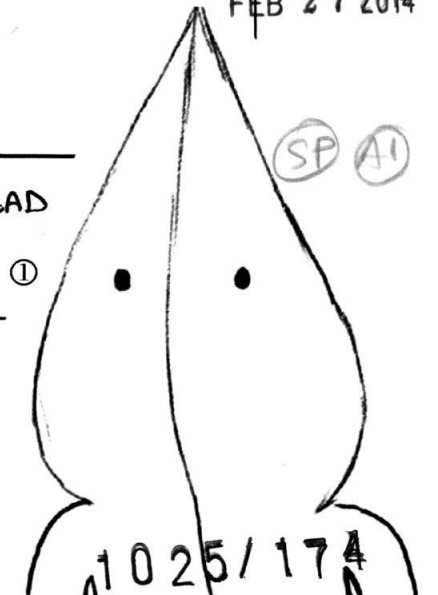
SFX: * RUSTLING *

FEB 27 2014

Action:

- LEAF WIZARD SHAKES HEAD
IN APPROVAL

Timing:



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ADVENTURE TIME



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Sc. 153 Pnl. A Bg. day night



Sc. 153 cont Pnl. B Bg. day night



Dialog: Ik: that's awesome

Ik: Leaf Wizard. This is yours.
"Take this light with your great might!"

Action:

Timing:



(R) Arun
turns
Roll

FEB 27 2014

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1025/174

Production :

1025/174

1025/174

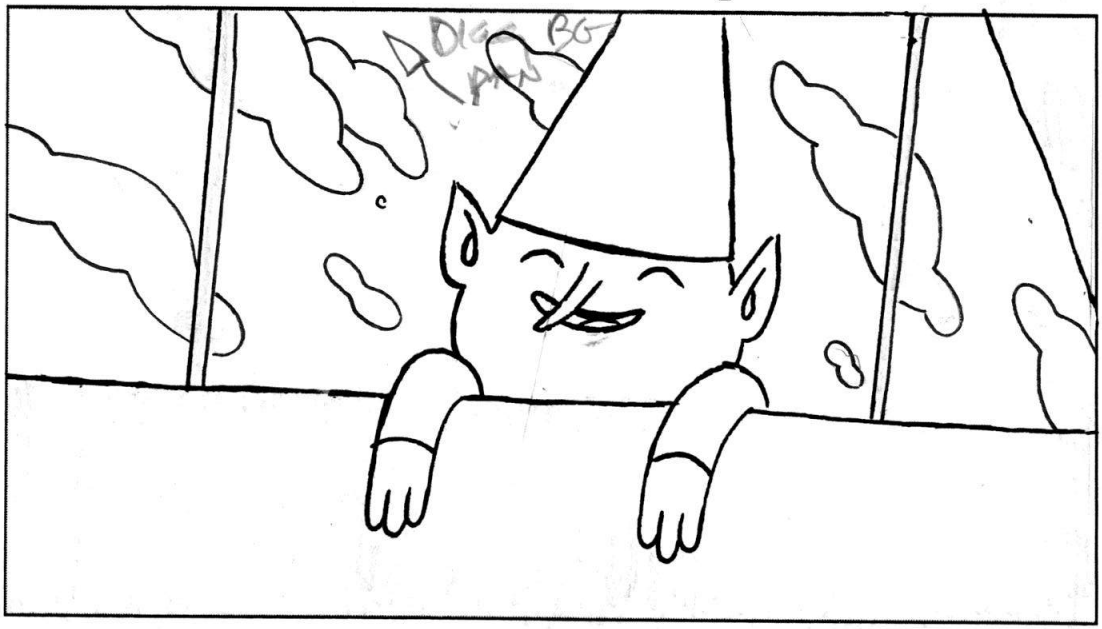
1025/174

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ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:	<u>Ik</u> : (o/s) Free hearts that are gated!	<u>Ik</u> : seeing truth in things exaggerated. "
Action:	-BEAU smiling.	
Timing:	FEB 27 2014	



EPISODE # 1025-174
1025/174
Production :

ADVENTURE TIME

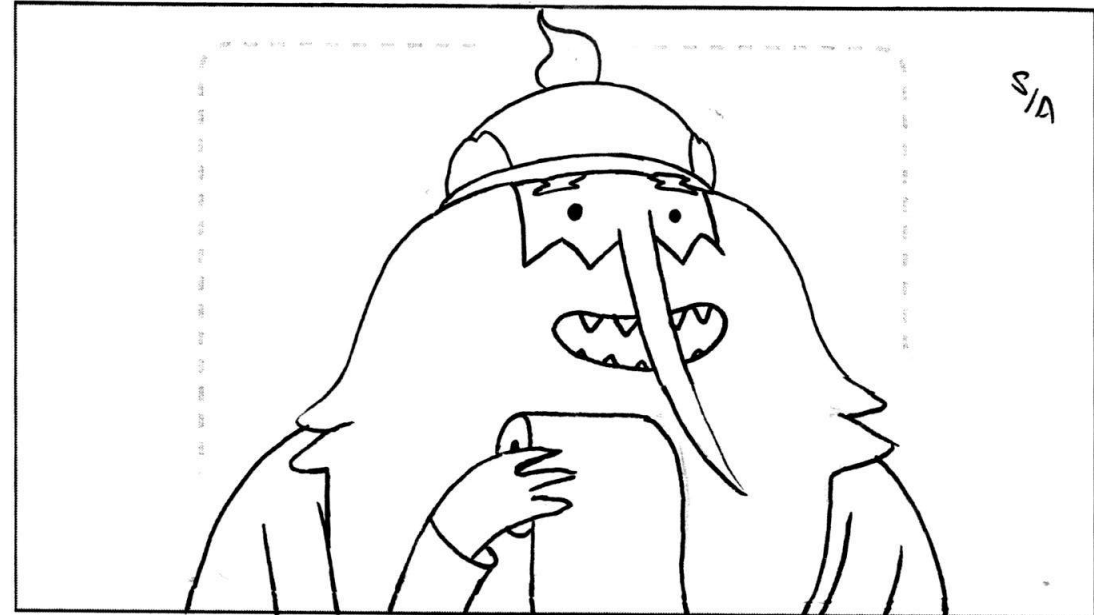


Page 187

Sc. 155 *cont* Pnl. B Bg. day night



Sc. 155 *cont* Pnl. C Bg. day night



Dialog:

IK/ Ah some interesting spell combos going on, guys.

Action:

Timing:

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EPISODE #

1025/174

Production :

1025/174

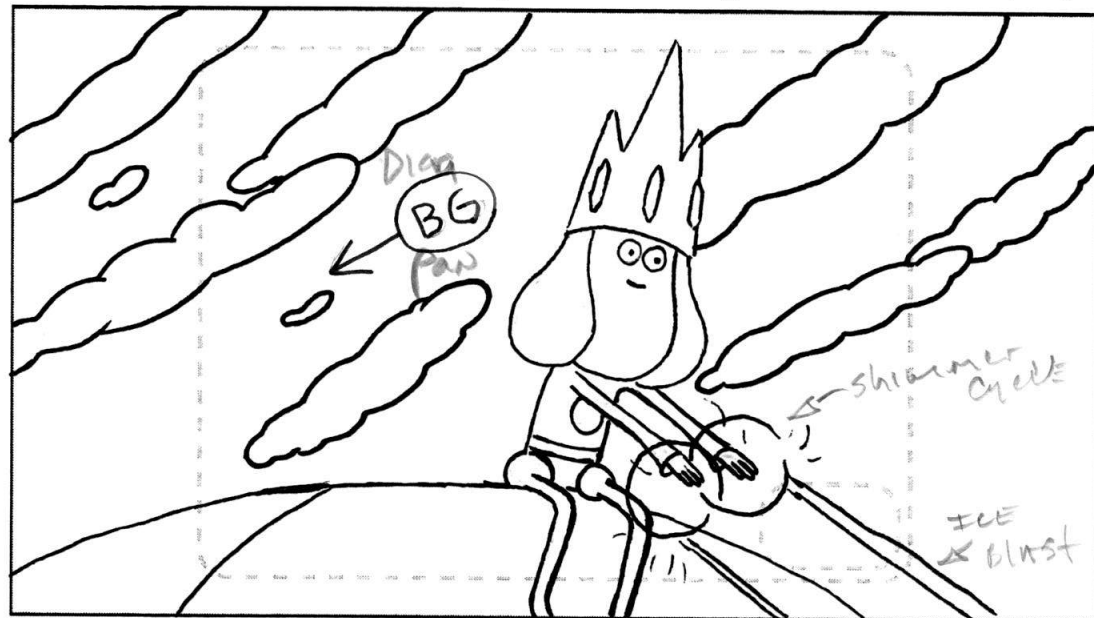
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ADVENTURE TIME

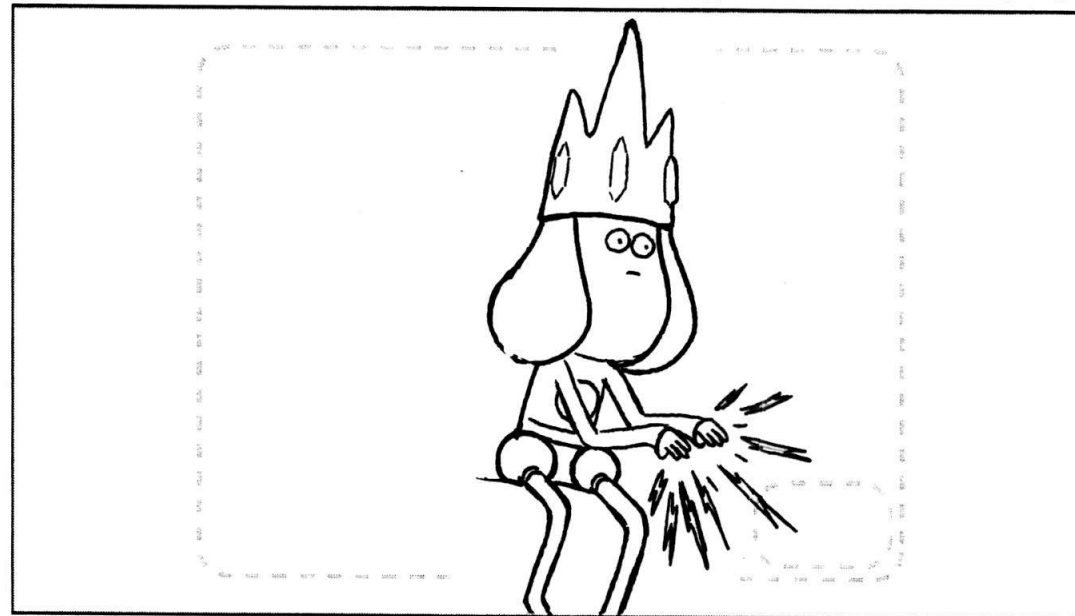


Page 188

Sc. 156 Pnl. A Bg. day night



Sc. -156 cont Pnl. B Bg. day night



Dialog:

Action: -ABD ^{sees} Rock in distance.

-ABD Stops firing.

FEB 27 2014

Timing:

cut

1025-174

EPISODE #

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Production :

1025/174

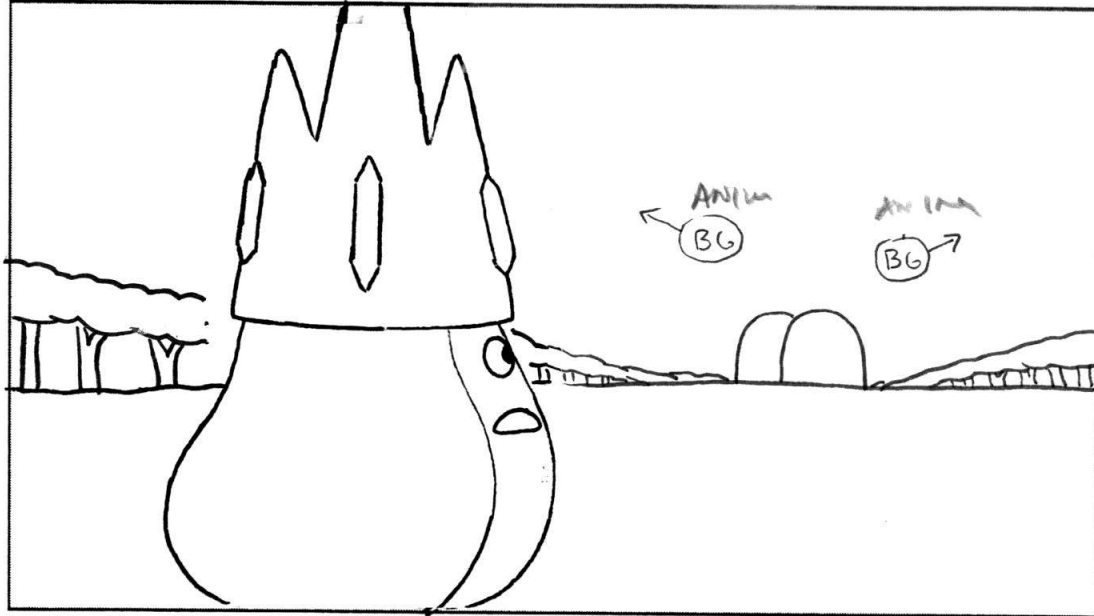
Hu
Cont

ADVENTURE TIME

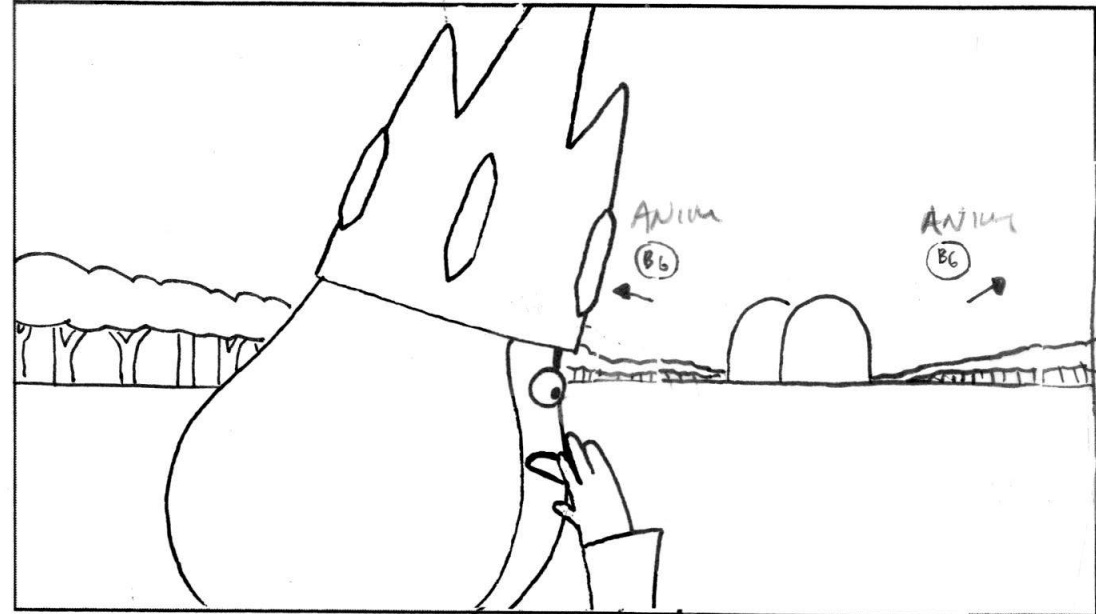


Page 189

Sc. 157 Pnl. A Bg. day night



Sc. 157 *cont* Pnl. B Bg. day night



Dialog:

ABD: Ice King!

ABD/ I see the butt rock!

Action:

Timing:

FEB 27 2014



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1025/174

Production :

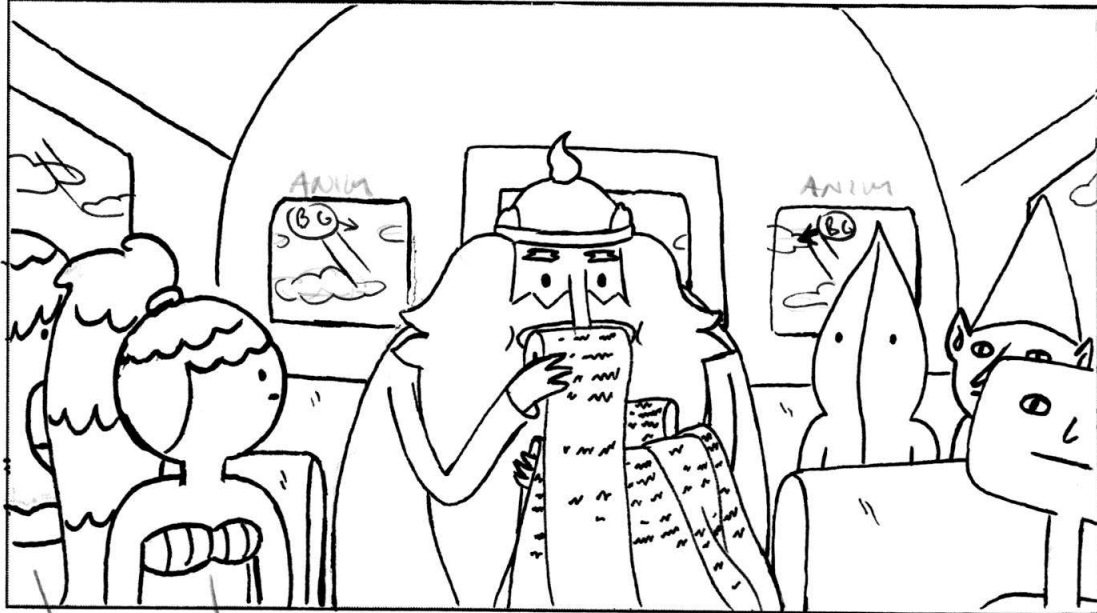
1025/174

ADVENTURE TIME

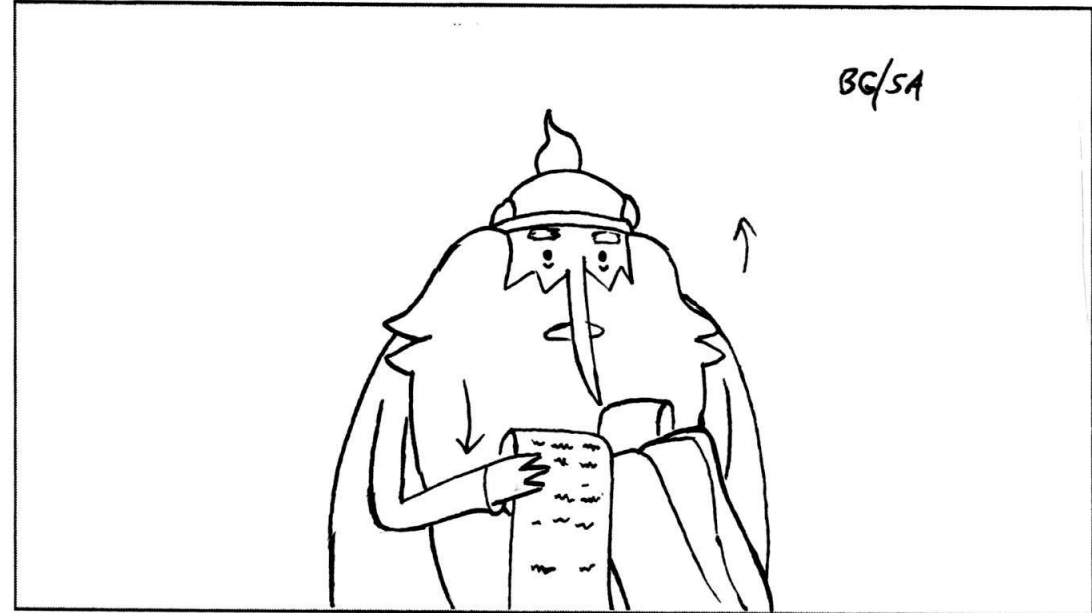


Page 190

Sc. 158 Pnl. A Bg. day night



Sc. 158 cont Pnl. B Bg. day night



Dialog:

Lymph #1
Lymph #3

Action:

-LK LOOKS UP SUDDENLY

Timing:

FEB 27 2014

EPISODE # 1025-174

Production :

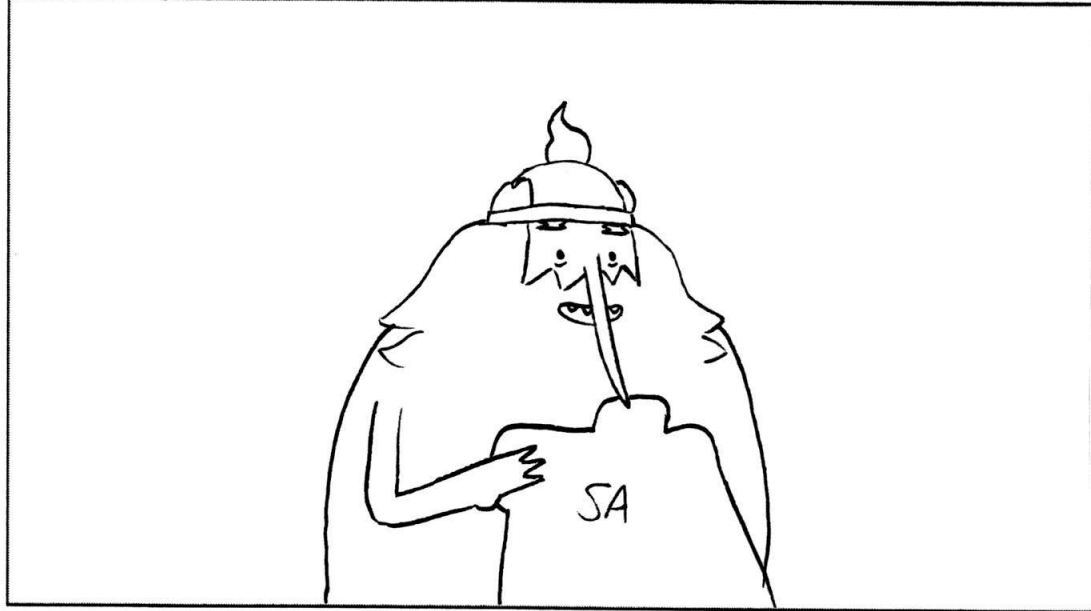
1025/174

ADVENTURE TIME

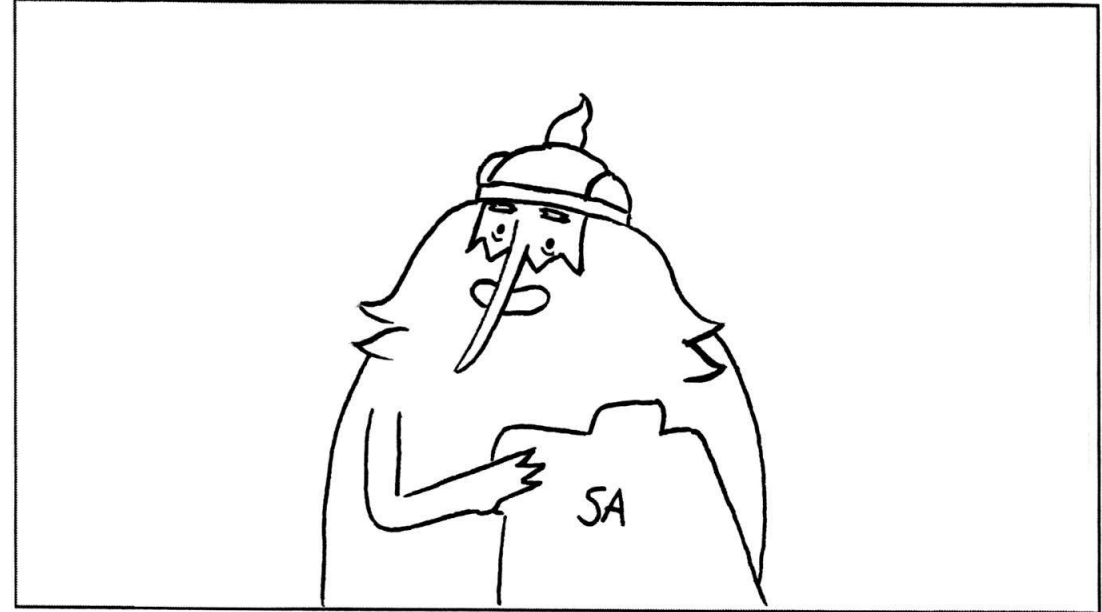


Page 191

Sc. 158 Pnl. C Bg. day night



Sc. 158 cont Pnl. D Bg. day night



Dialog:

IK: The hour of glory is upon us.

Action:

Timing:

FEB 27 2014

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Production :

1025/174

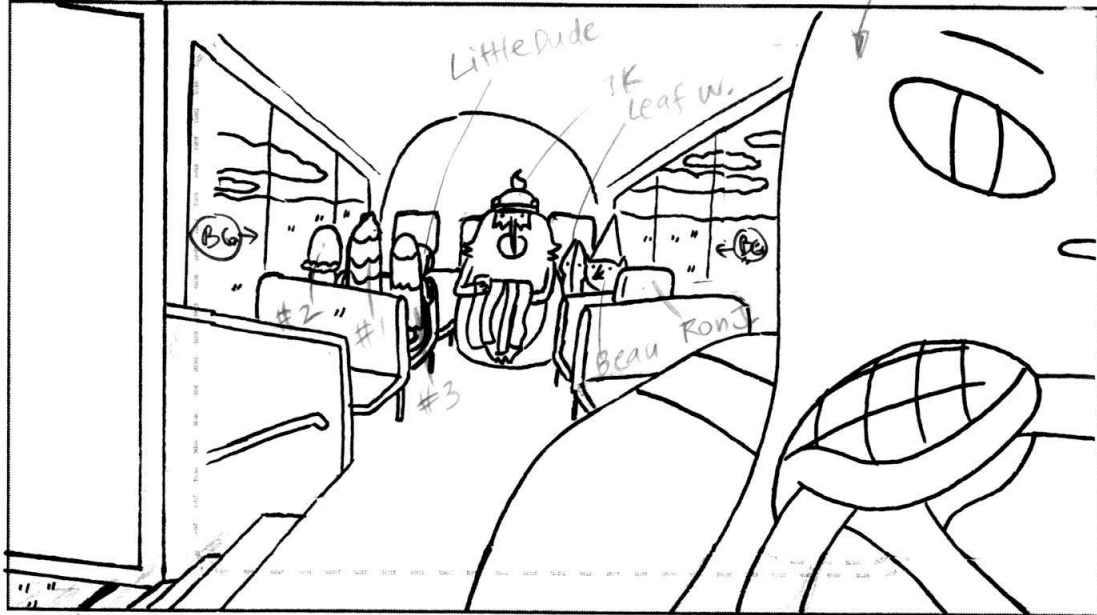
1025/174

ADVENTURE TIME

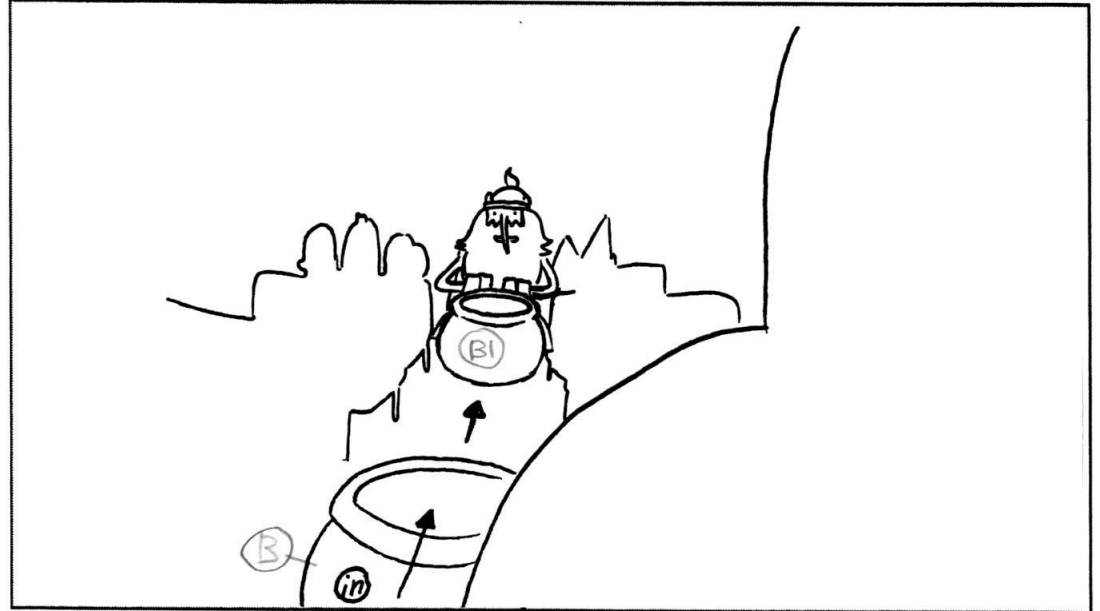


Page 192

Sc. 159 Pnl. A Bg. day night



Sc. 159 CONT Pnl. B Bg. day night



Dialog:

IK: CAULDRON!!



Bi-PAC SET-UP

Action:

S/A SC 127

Cauldron slides from front of bus.

(WUCK OUT ON BG LEVEL ONLY)

FEB 27 2014

Timing:

1025-174

EPISODE #

1025/174

Production :

1025/174

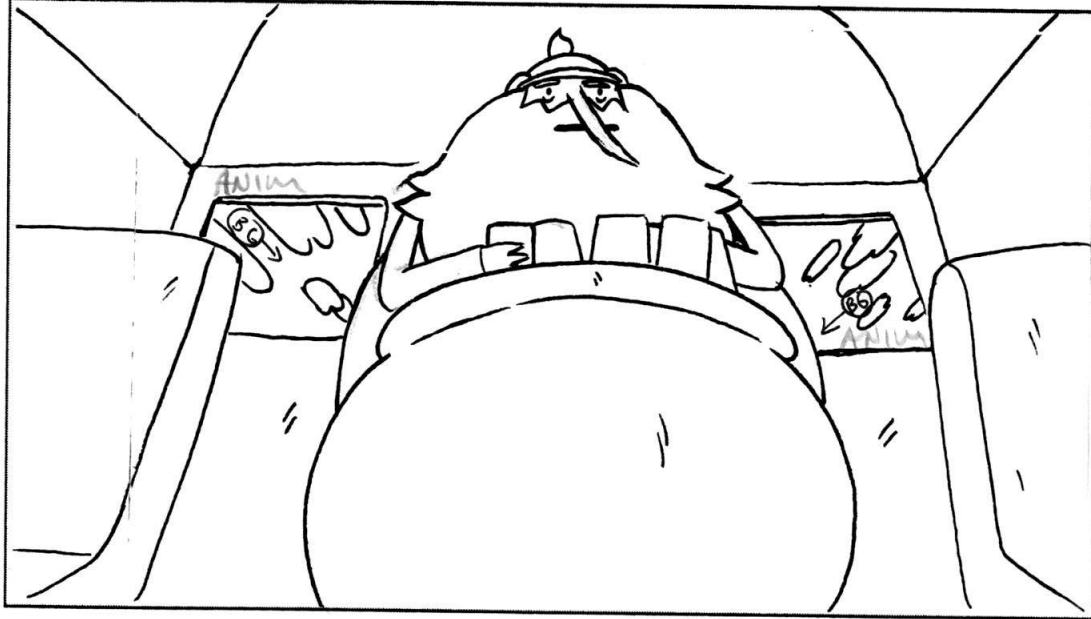
1025/174



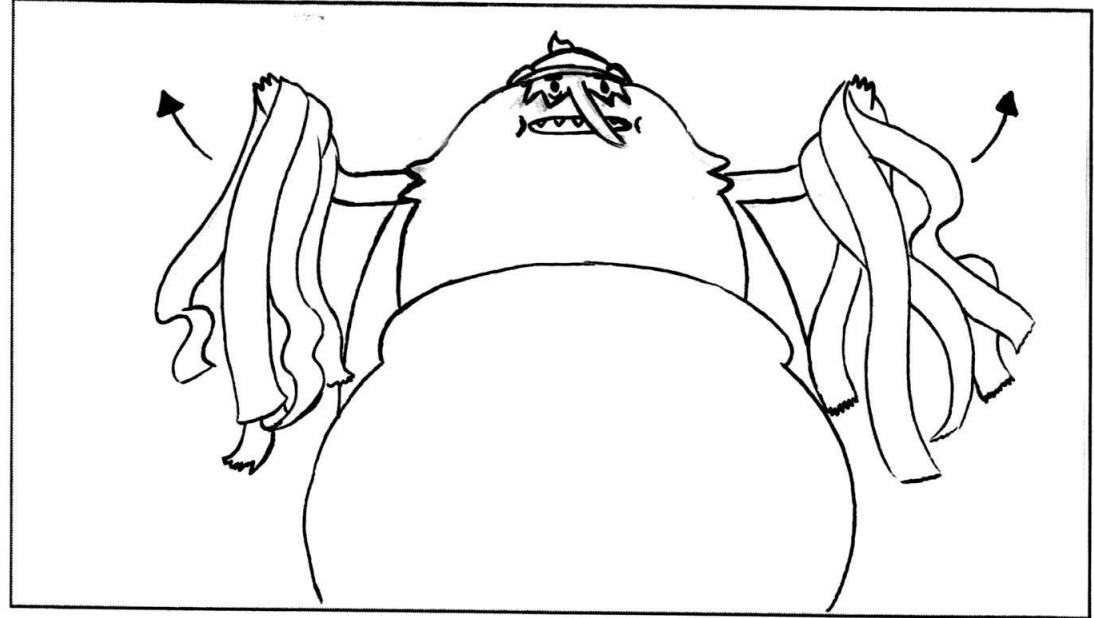
ADVENTURE TIME

Page 193

Sc. 160 Pnl. A Bg. day night



Sc. 160 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

1025/174

HO
Cust

1025/174

ADVENTURE TIME

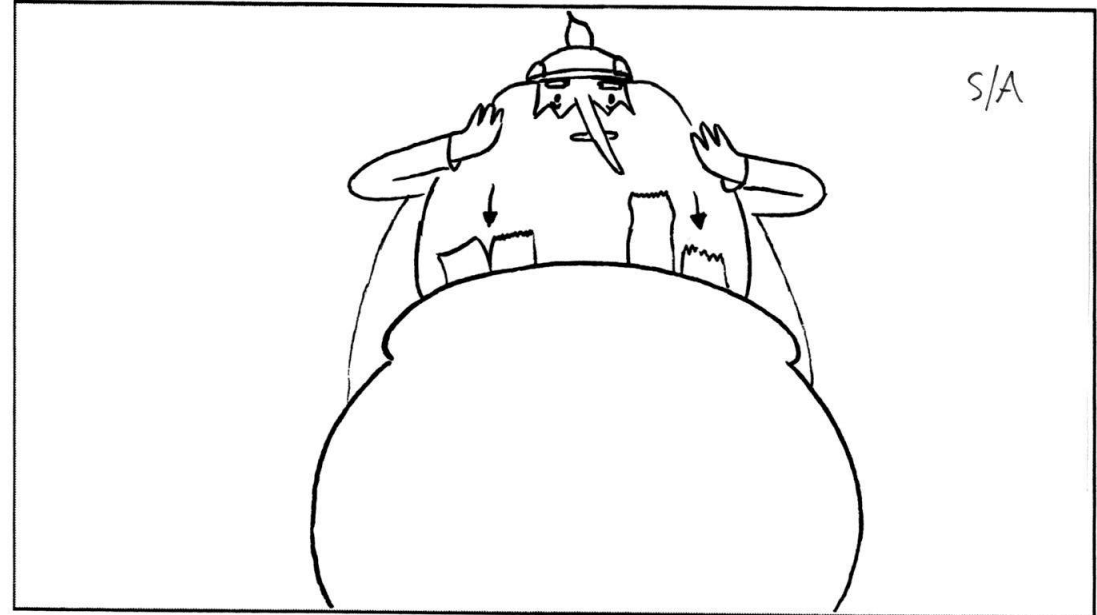


Page 194

Sc. 160 CONT Pnl. C Bg. day night



Sc. 160 CONT Pnl. D Bg. day night



Dialog:

IK: [WEIRD INCANTATION]

Action: - IK puts toilet paper poetry into cauldron and it burns.

FEB 27 2014

Timing:

EPISODE # 1025-174

1025/174

Production :

1025/174

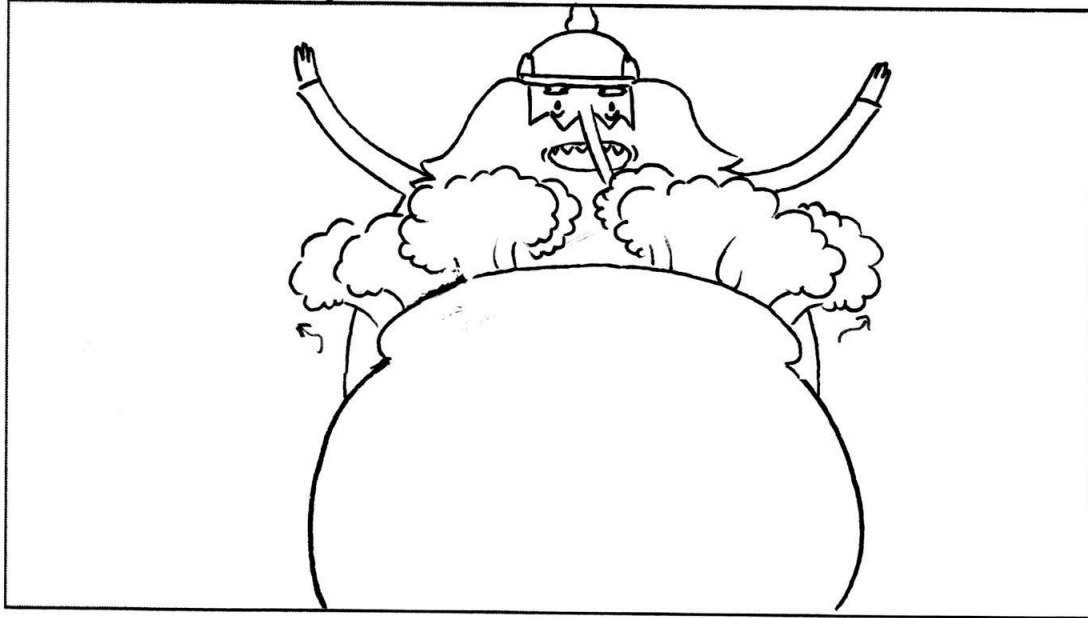
ADVENTURE TIME



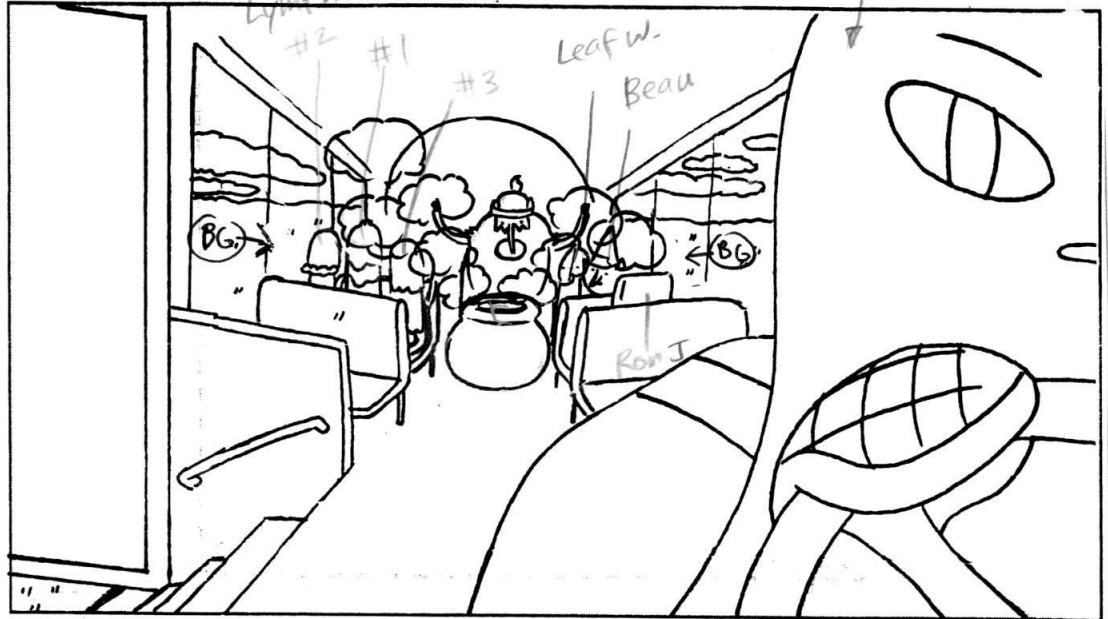
HU
cut

Page 195

Sc. 160 *cont* Pnl. E Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:

SFX: * FWOOSH *

Action:

- Vapor comes out from cauldron.

- VAPOR SPREADS

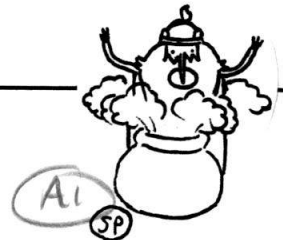
Timing:

Bl - PAC setup

S/A Sc 127

w/ truck out on BG LEVEL

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1025/174

Production :

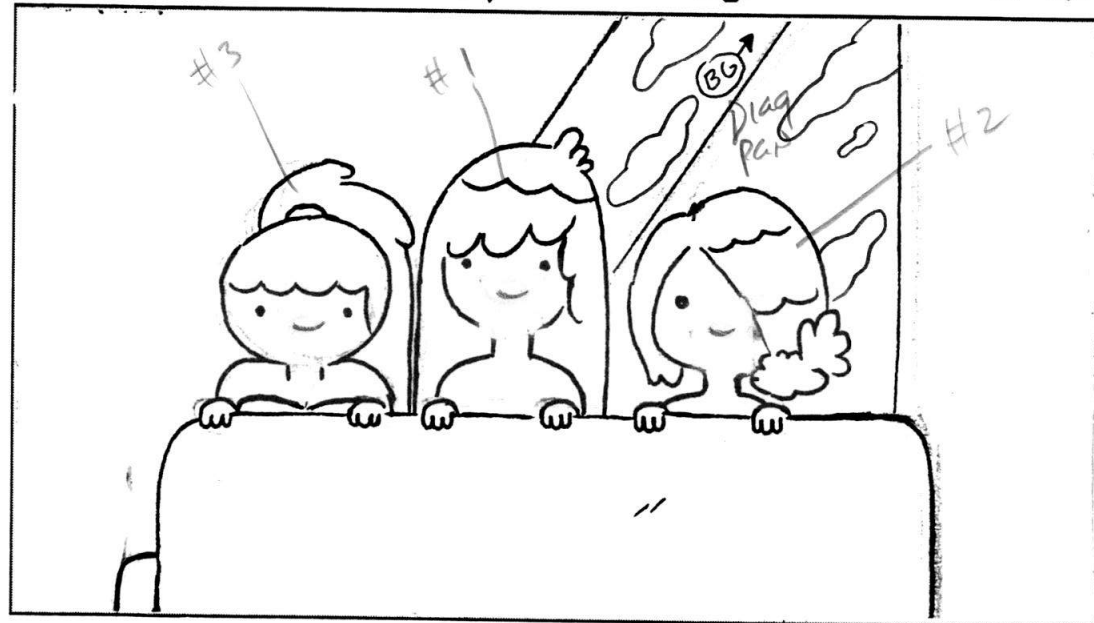
1025/174



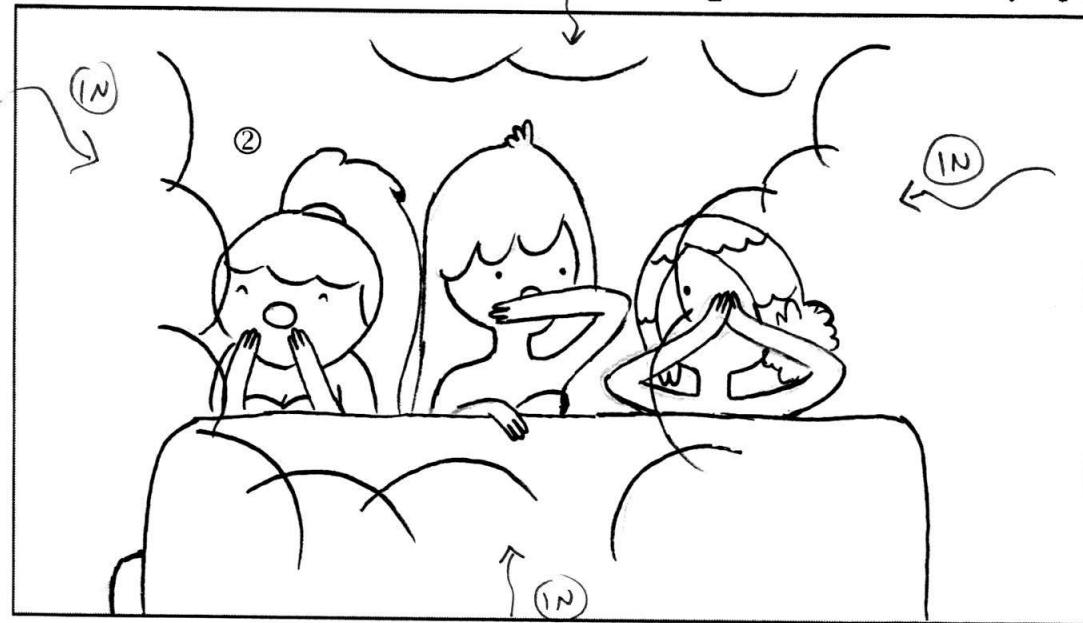
ADVENTURE TIME

Page 196

Sc. 162 Pnl. A Bg. day night



Sc. 162 cont Pnl. B Bg. day night

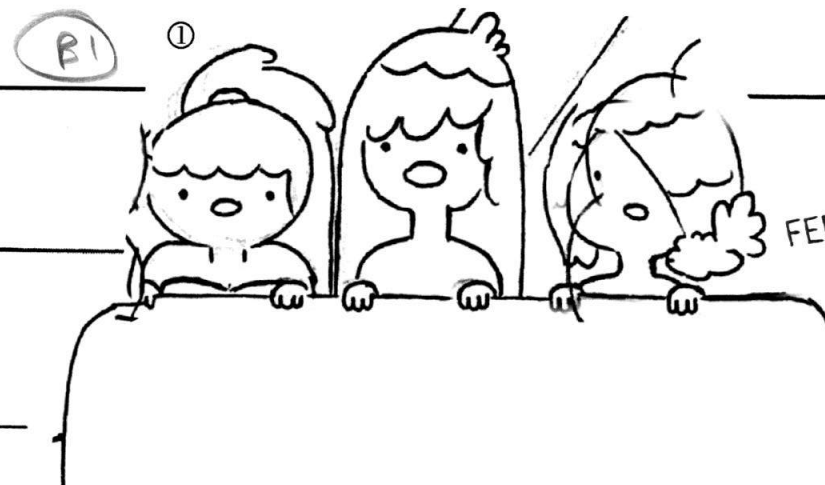


Dialog:

Action:

Timing:

WATER NYMPHS : [YAWN]



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Production :

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1025/174

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Handwritten notes: 'Hu' and 'cut' with an arrow pointing to the first panel.

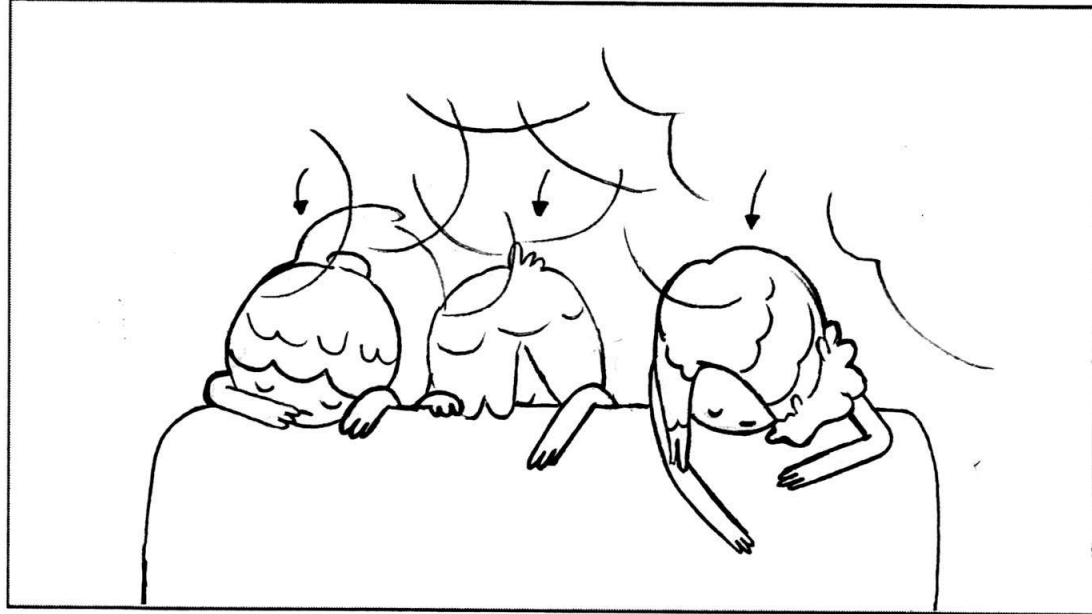
1025/174

ADVENTURE TIME

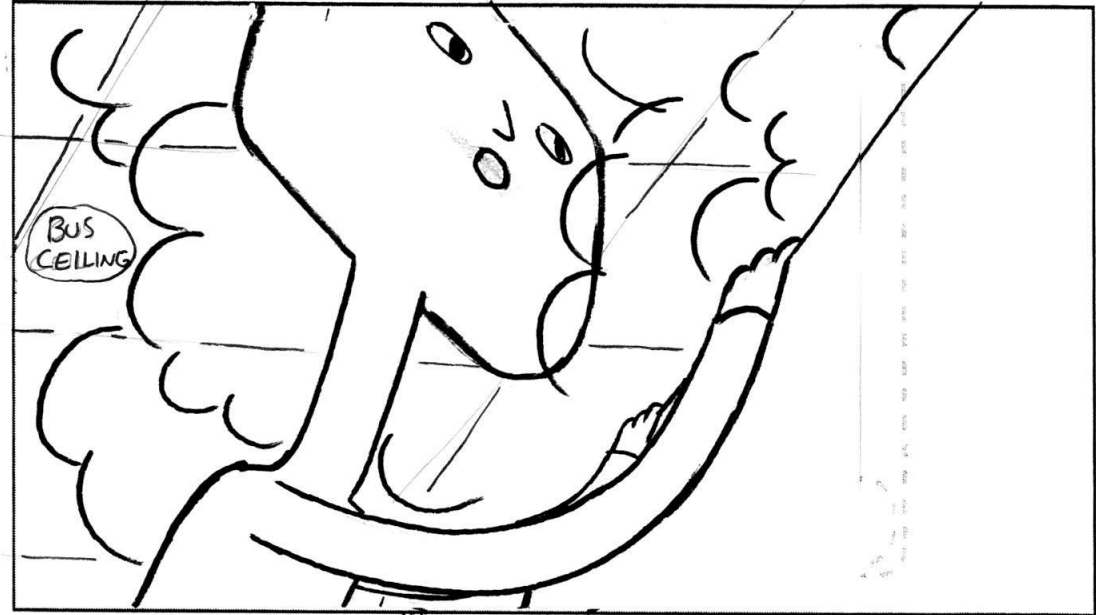


Page 197

Sc. 162 *cont* Pnl. C Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog:

Action:

Timing:

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Production :

1025/174

1025/174

1025/174

ADVENTURE TIME

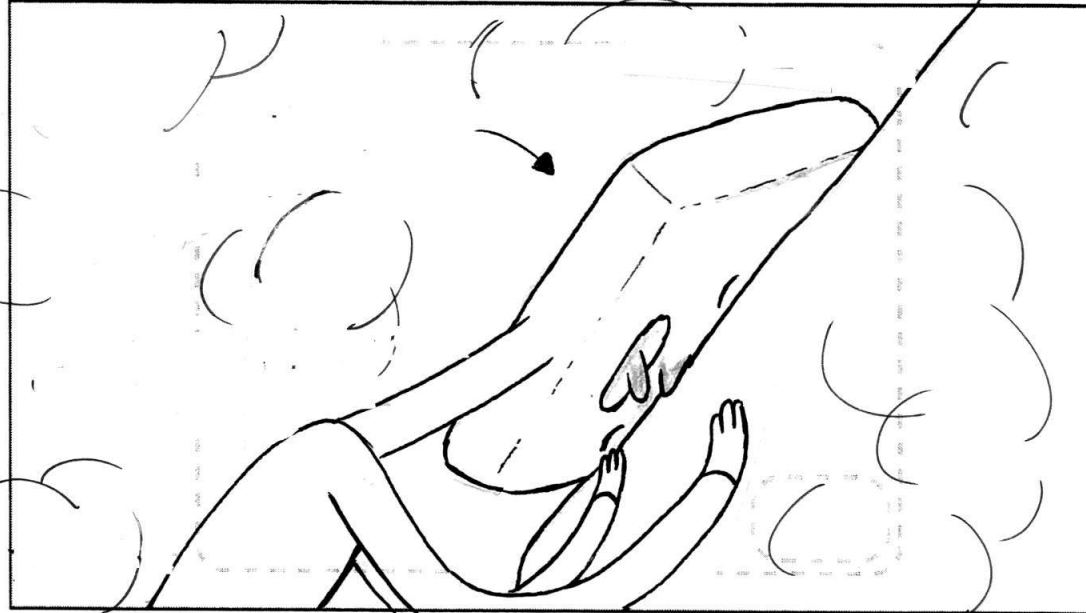


Page 198

Sc. 163 *CONT* Pnl. B Bg. day night



Sc. 163 *CONT* Pnl. C Bg. day night



Dialog:

RJ: [SWOONS]

SFX: *CLUNK*

Action:

- RJ FALLS ASLEEP AGAINST SEAT

FEB 27 2014

Timing:

cut

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

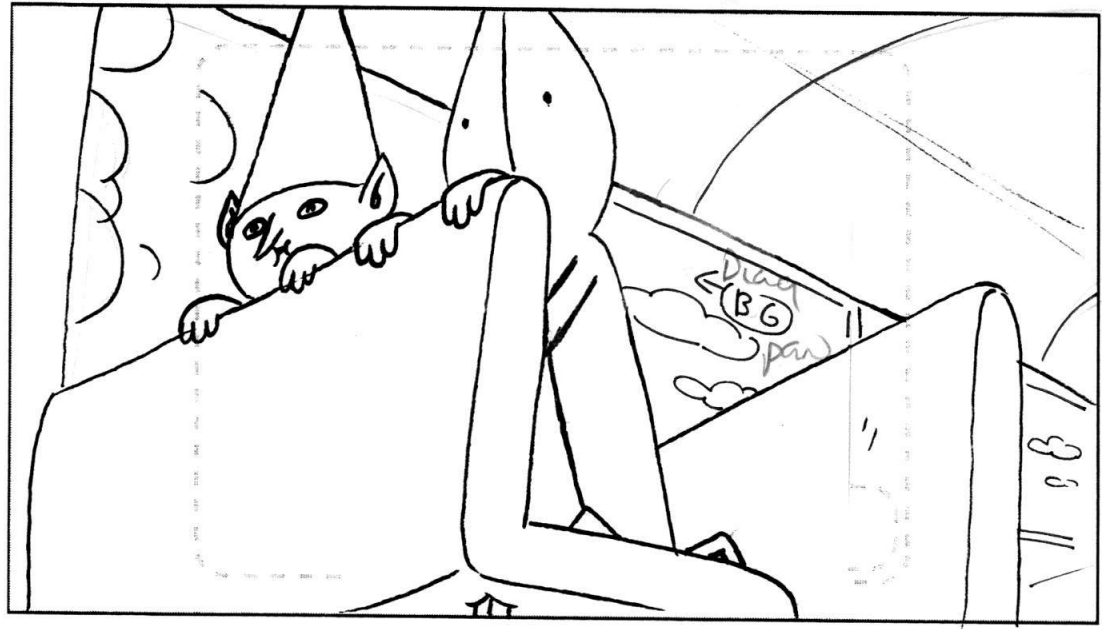
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Cut

ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. 164 cont Pnl. B Bg. day night



Dialog:
BEAU : [YAWN]
Action:
Timing:

FEB 27 2014

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Production :

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ADVENTURE TIME

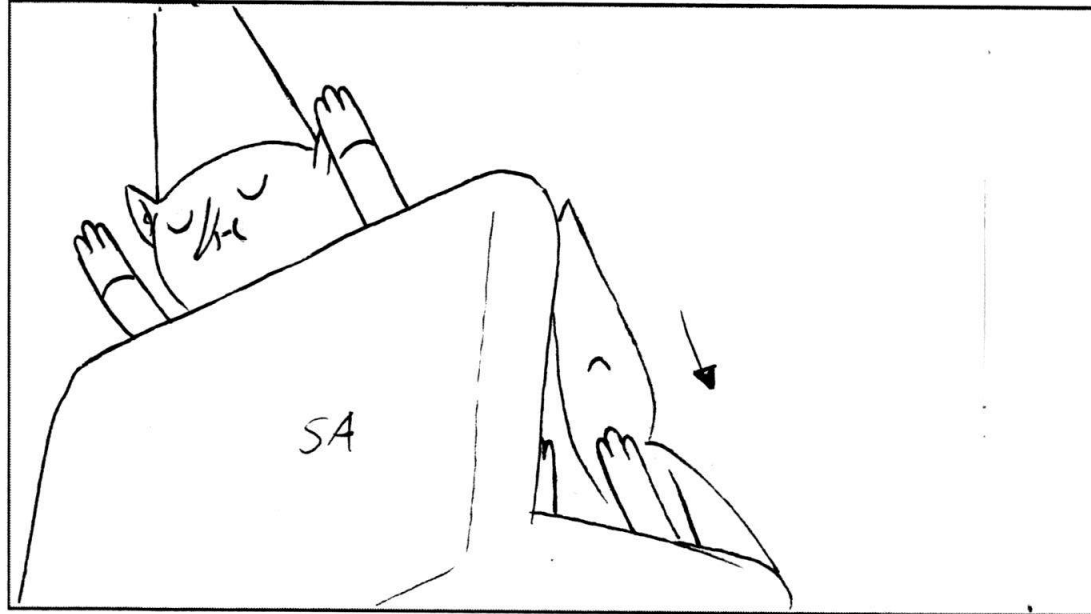


Page 200

Sc. 164 cont Pnl. C

Bg.

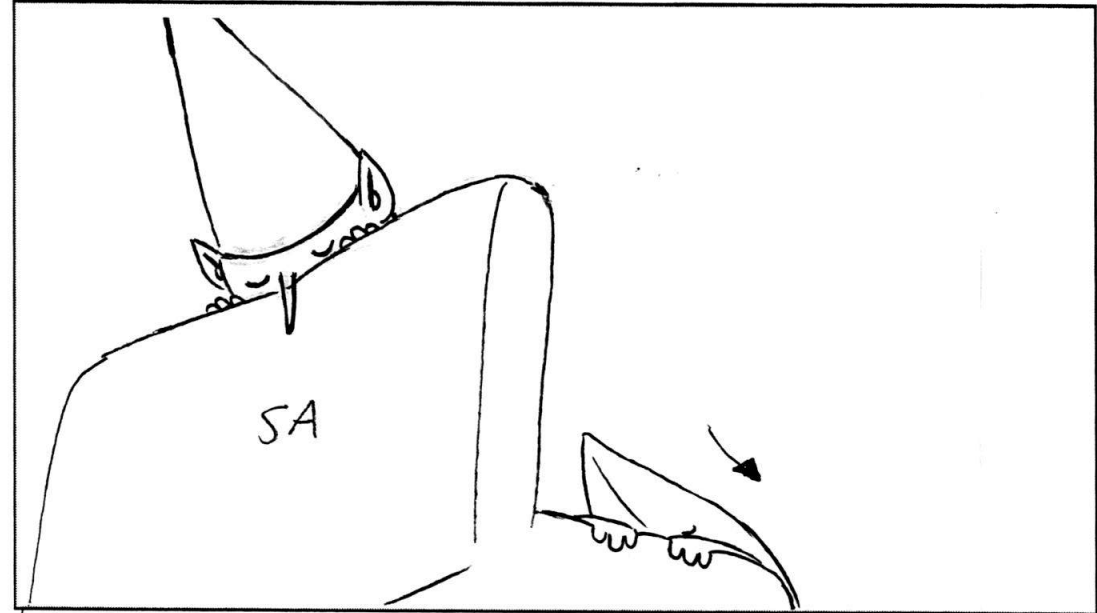
day night



Sc. 164 cont Pnl. D

Bg.

day night



Dialog:

SFX: * SHFF *

Action:

- BEAU + L.WIZARD FALL ASLEEP.

FEB 27 2014

Timing:

hu
cont

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EPISODE #

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Production :

1025/174

1025/174

1025/174

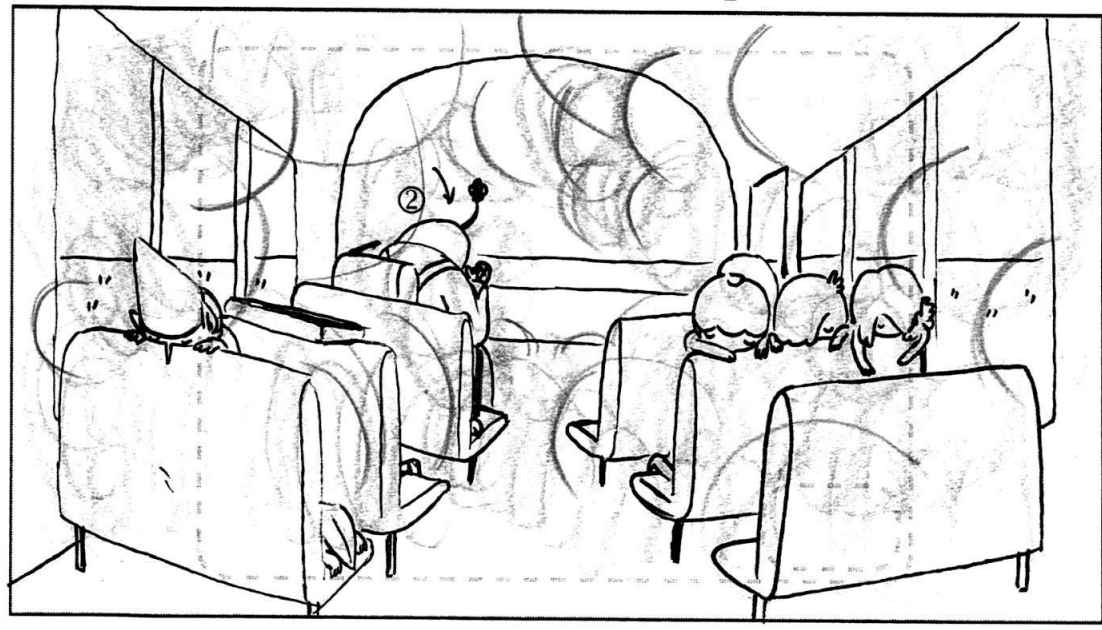
Hi
Cut

ADVENTURE TIME

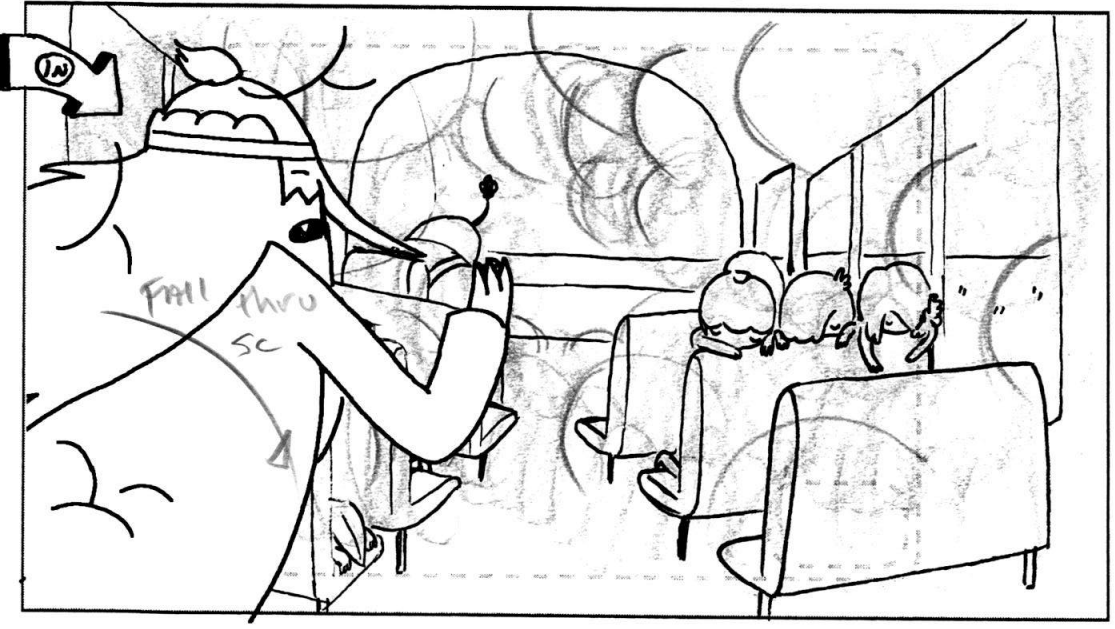


Page 201
201A NEXT
day night

Sc. 165 Pnl. A Bg. day night

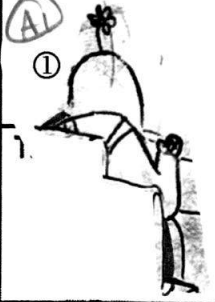


Sc. 165 cont Pnl. B Bg. day night



Dialog:

Action:



- IK FALLS IN SCREEN & ONTO
THE FLOOR.

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1025/174

He
Cut

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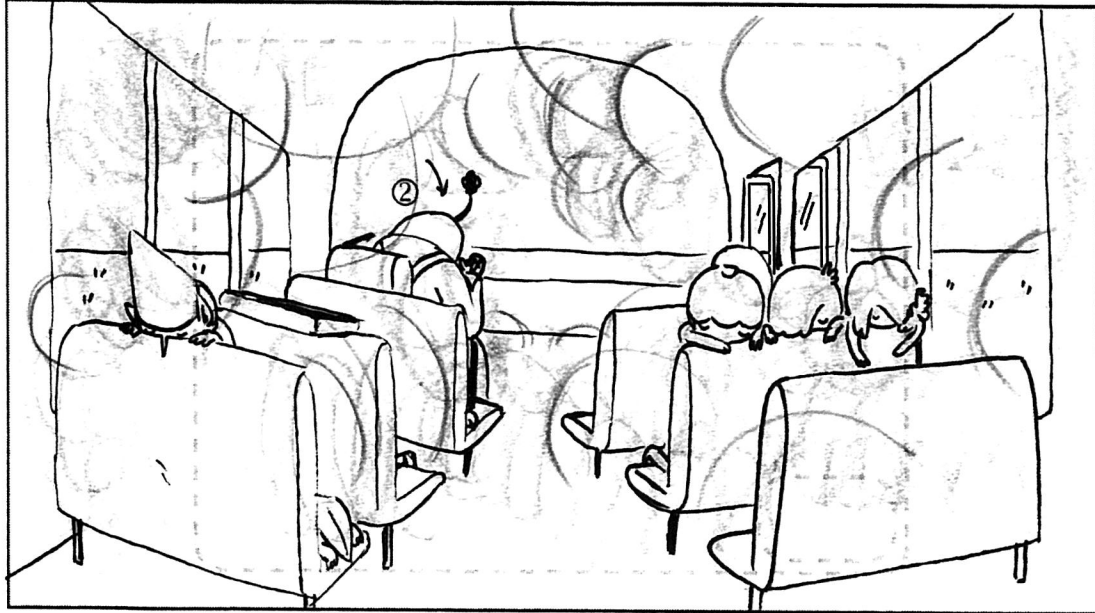
ADVENTURE TIME



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3/18/14

Page 201
201A NEXT
day night

Sc. 165 Pnl. A Bg. day night



Sc. 165 cont. Pnl. B Bg. day night



Dialog:

Action:



- IK FALLS IN SCREEN & ONTO
THE FLOOR.

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Production :

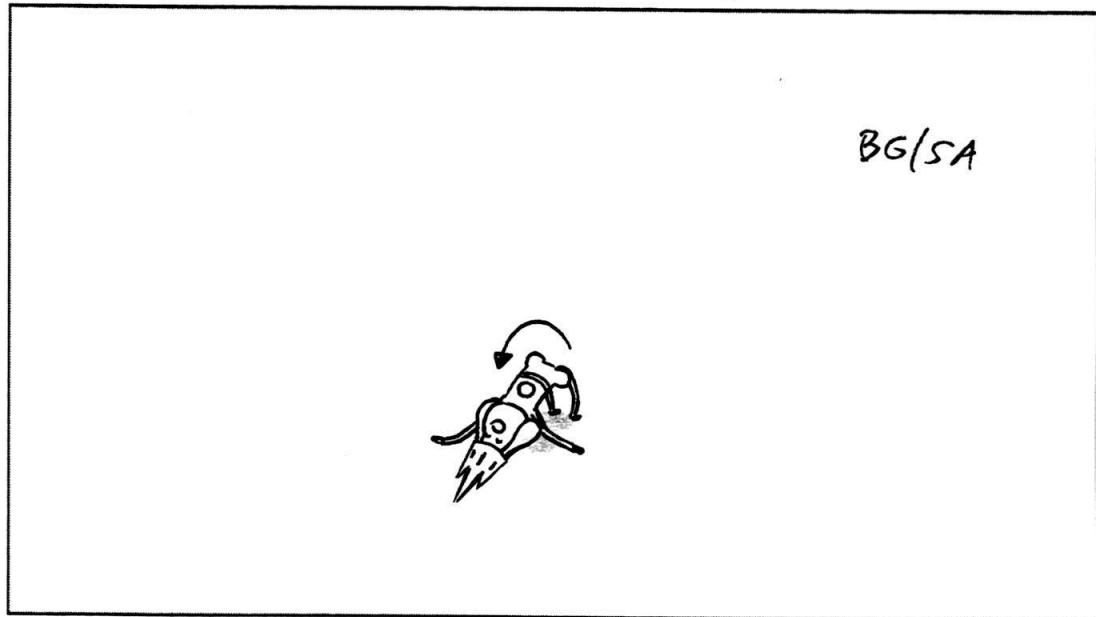
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ADVENTURE TIME

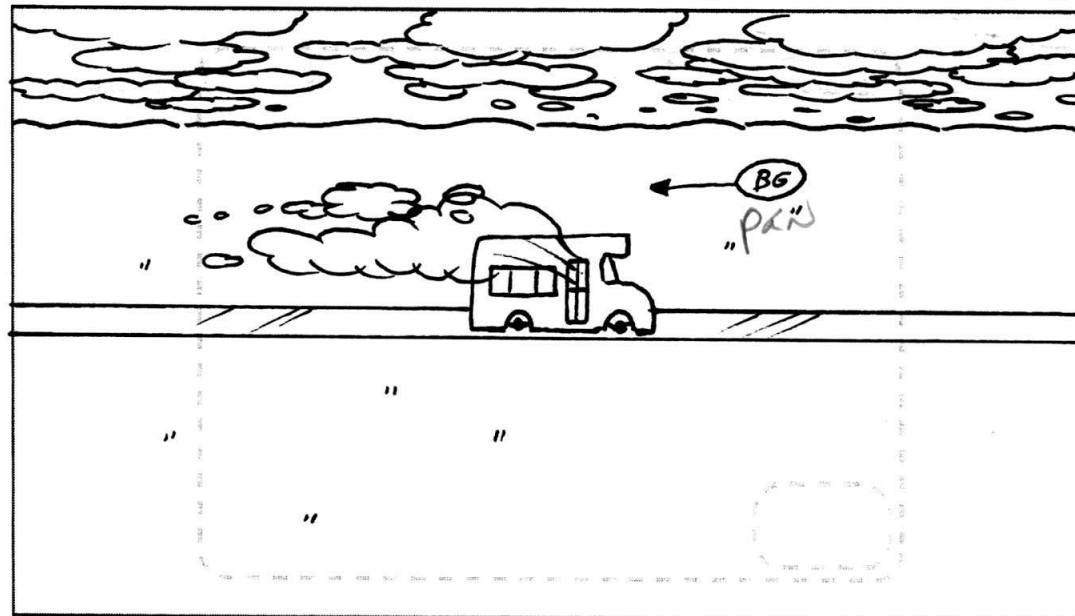


Cut

Sc. 165 cont Pnl. E Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

ABD: [PASSES OUT]

Action:

ABD passing out
uncomfortably.

Timing:

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Production :

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1025/174

1025-174

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ADVENTURE TIME



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3/18/14

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Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
1166 cont	B			

Dialog:
Action:
Timing:

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EPISODE # 1025-174

Production :

1025/174

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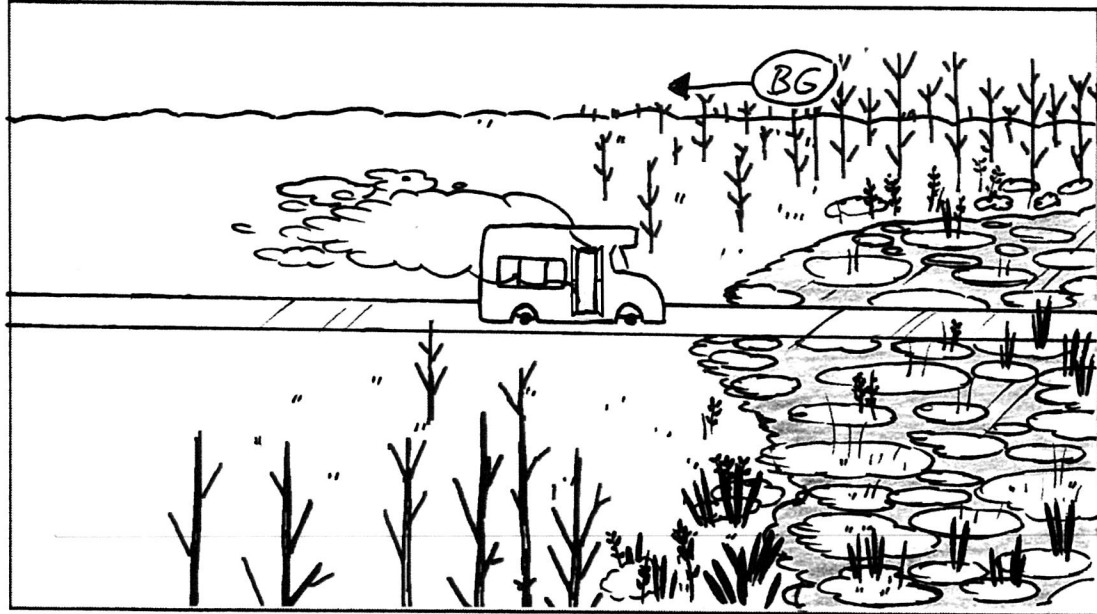
ADVENTURE TIME



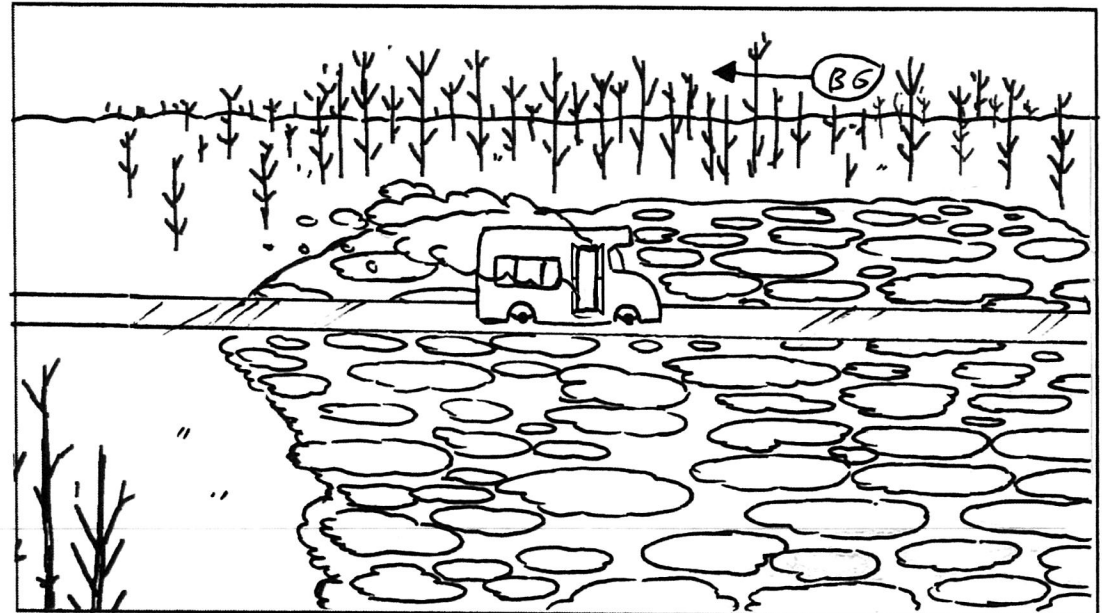
REVISED
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Page 204

Sc. 166 *cont* Pnl. C Bg. day night



Sc. 166 *cont* Pnl. D Bg. day night



Dialog:

SFX: * MUSIC BECOMES MORE OMINOUS *

Action:

- BUS DRIFTS onto Bog cont thru Fade
FEB 27 2014

Timing:

EPISODE # 1025-174

Production :

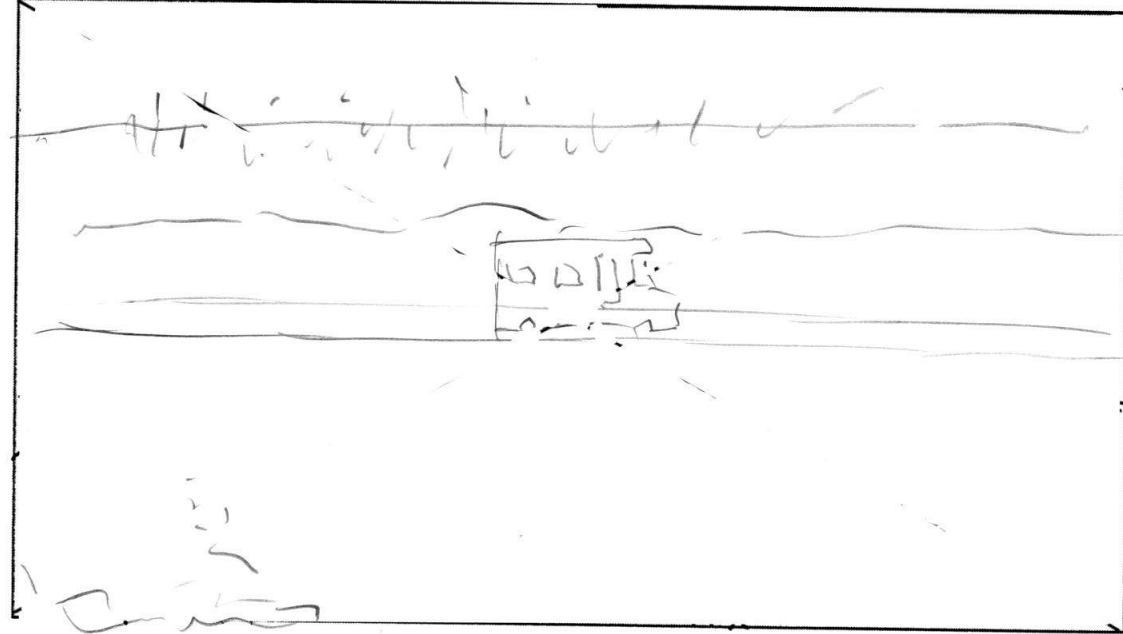
ADVENTURE TIME



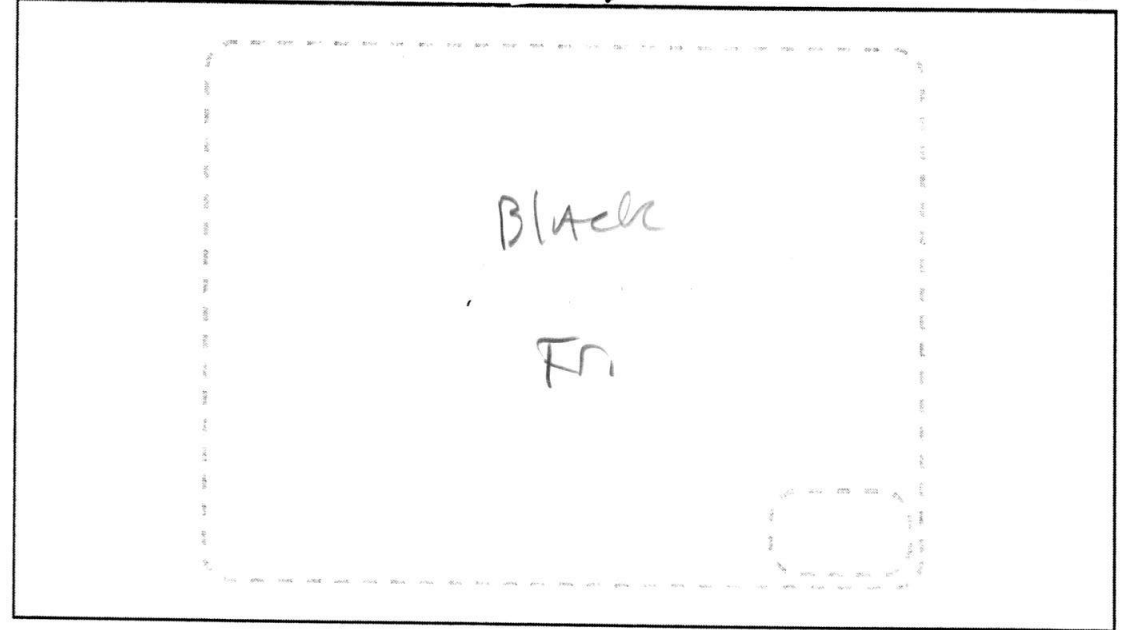
NO SC'S
167-168

Page 205

Sc. 166 CONT Pnl. E Bg. day night



Sc. 166 CONT Pnl. F Bg. day night



Dialog:

FADE OUT

Action:

- FADE TO BLACK

Timing:

FEB 27 2014

cut

EPISODE # 1025-174

1025/174

Production :

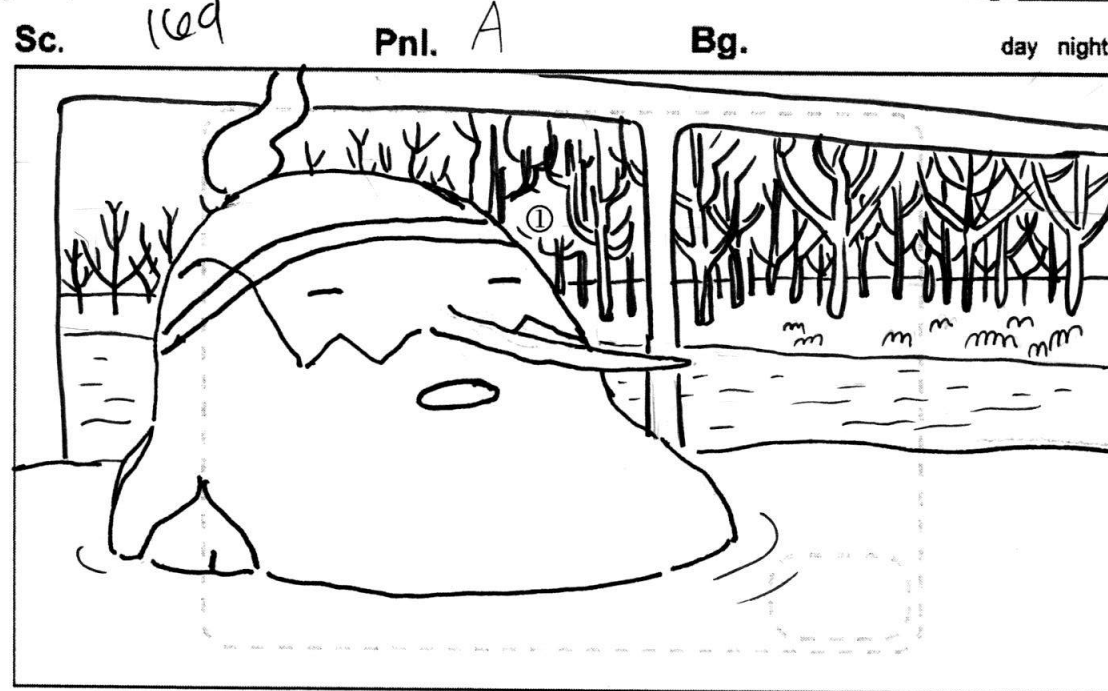
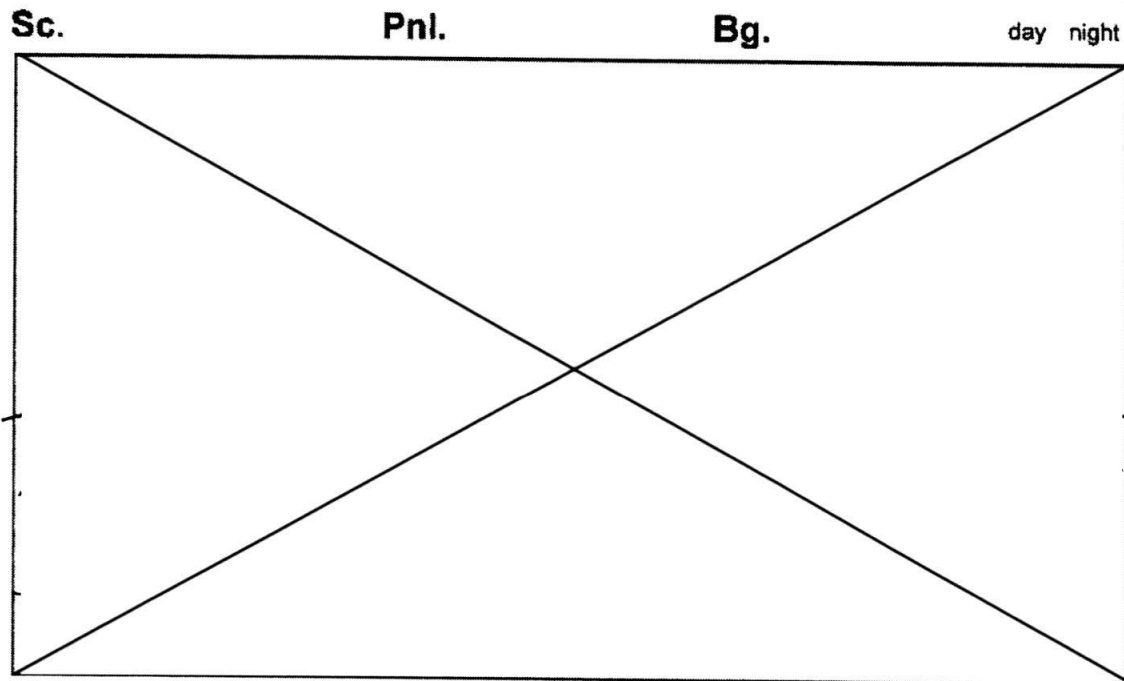
1025/174

1025/174

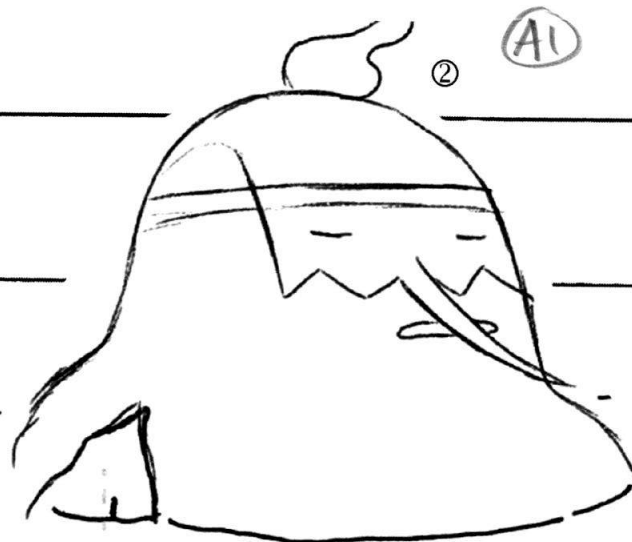
ADVENTURE TIME



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Dialog:	IK/ [snoring]
Action:	- BUS IS HALF-SUBMERGED.
Timing:	



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Production :

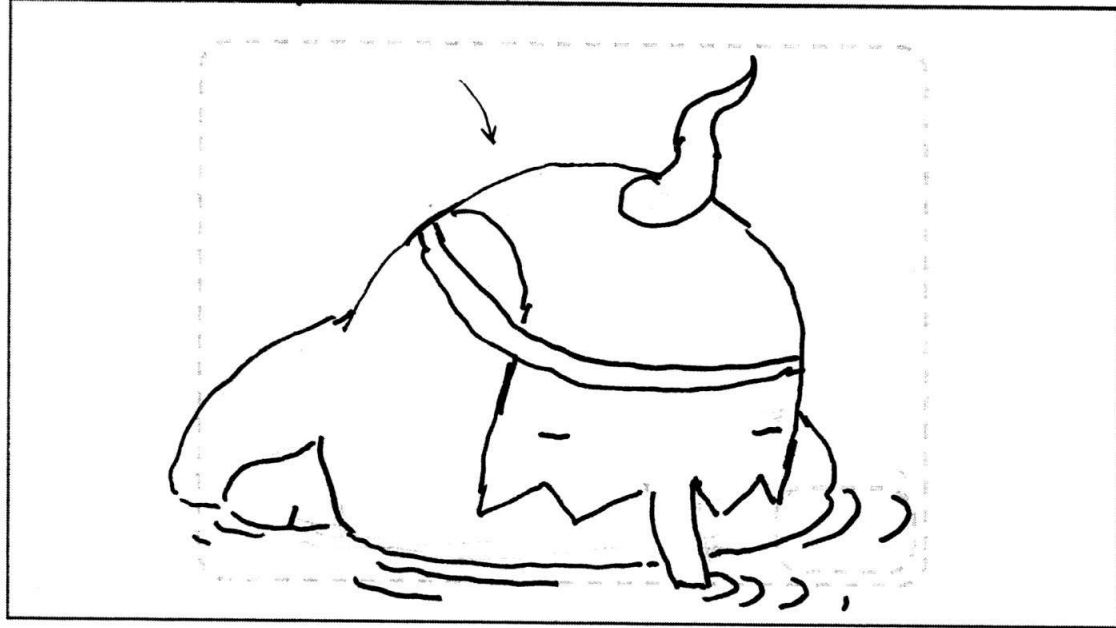
1025/174

ADVENTURE TIME

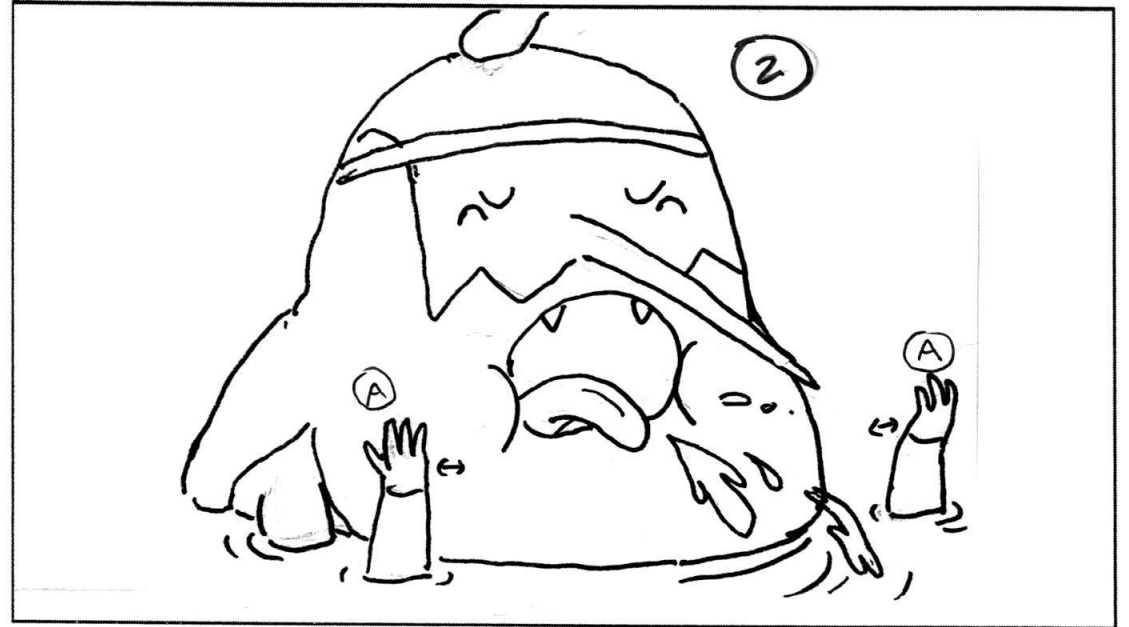


Page 207

Sc. 169 *cont* Pnl. B Bg. day night



Sc. 169 *cont* Pnl. C Bg. day night



Dialog:

Action:

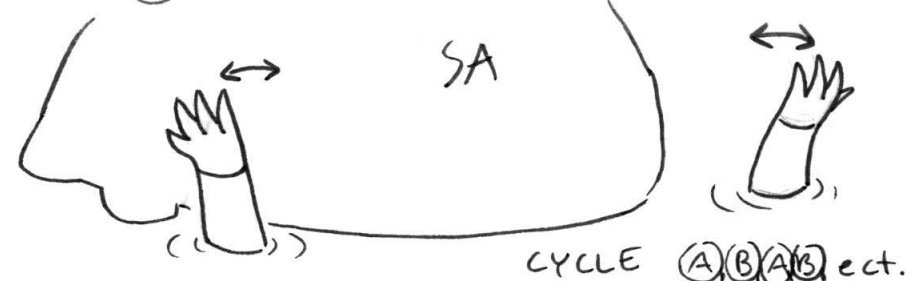
Timing:



IK: PLAH H [SPUTTERING]

(C) (B) POSE FOR HAND CYCLE

FEB 27 2014



1025-174

EPISODE #

1025/174

Production :

1025/174

ADVENTURE TIME

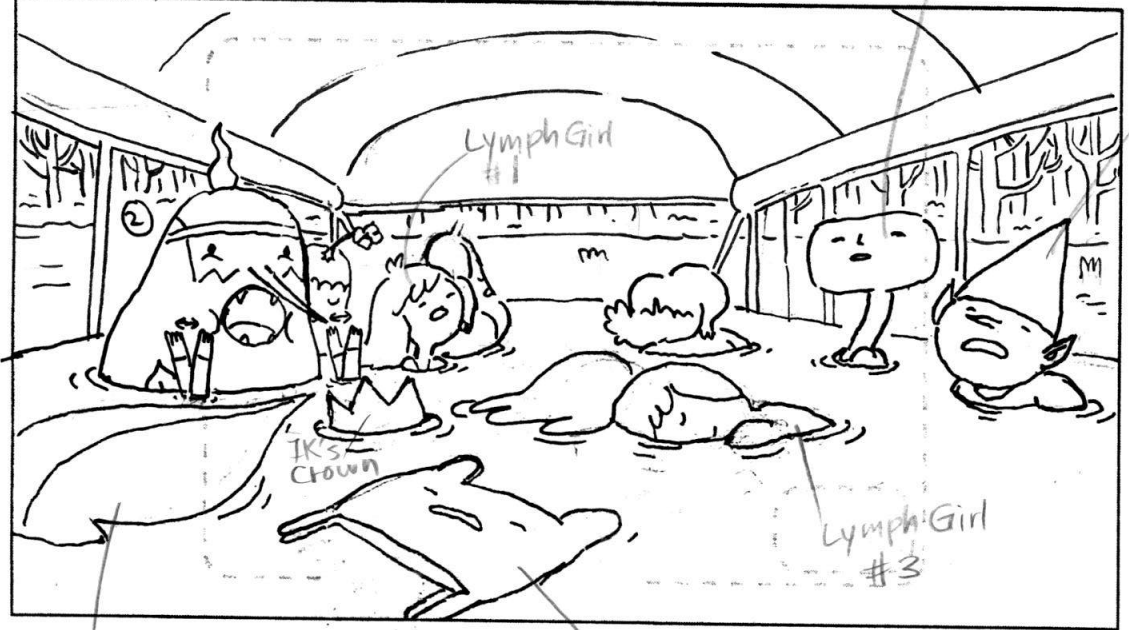


Ho Cut

Sc. **169 CONT** Pnl. **D** Bg. day night



Sc. **170** Pnl. **A** Bg. day night



Dialog:
IK: EH?
IK: AAAAAAHH
 Little Dude

Action: - IK GLANCES AROUND

Timing:



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EPISODE # 1025-174

1025/174

1025/174

1025/174

ADVENTURE TIME

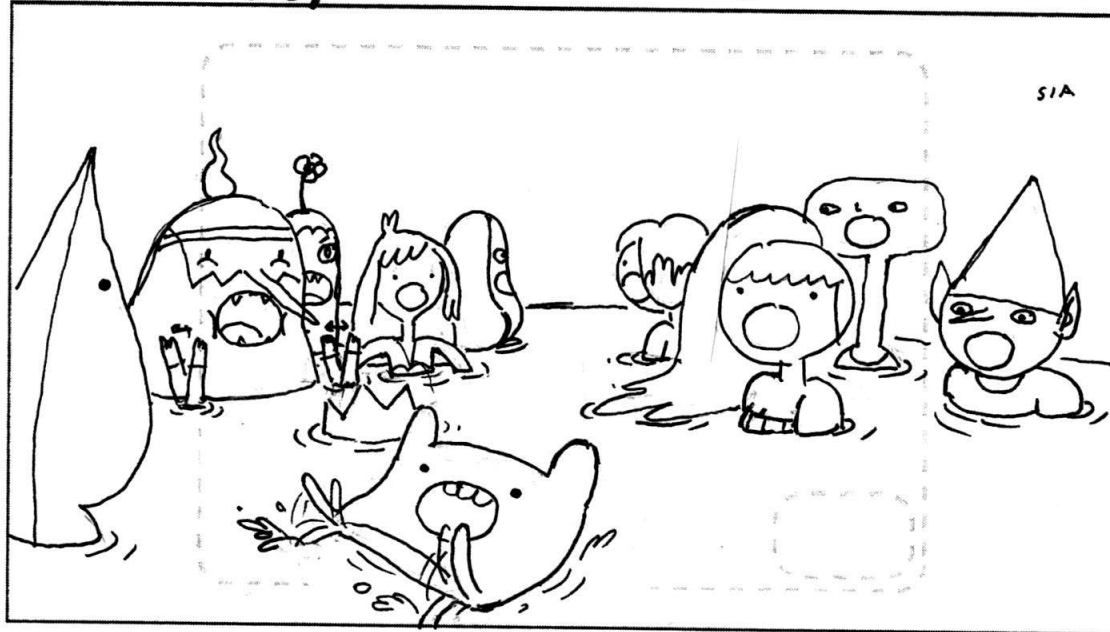


Hu
Cut

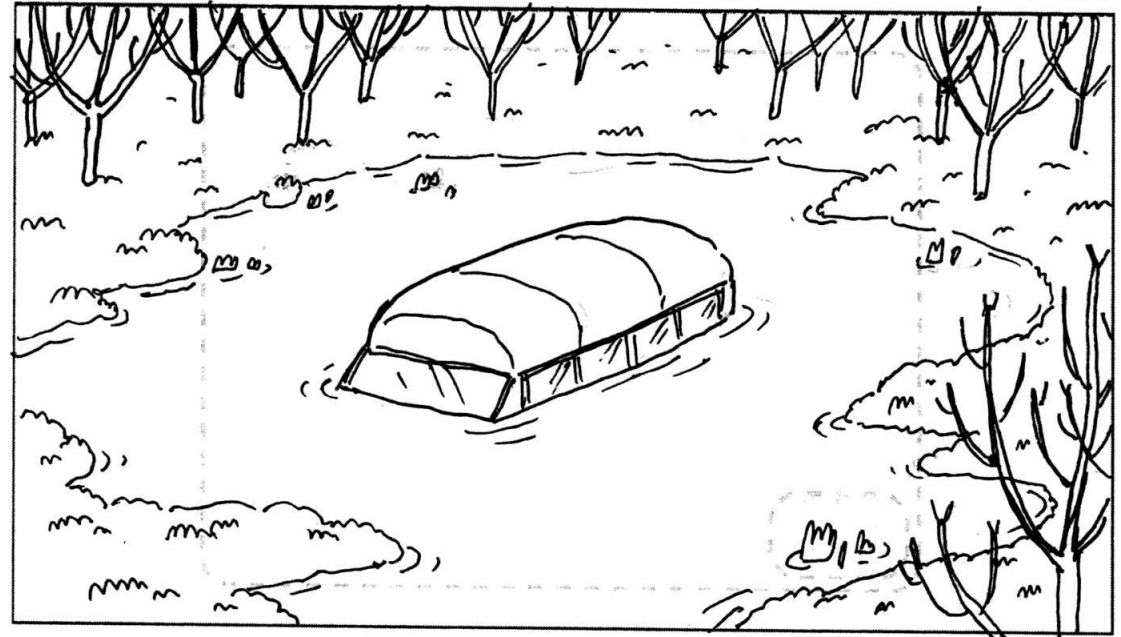
Page 209

Hu
Cut

Sc. 170 *cont* Pnl. 3 Bg. day night



Sc. 171 Pnl. A Bg. day night



Dialog:

IK: (cont) AAAAAAAH!
ALL: AAAAAAAH!

Action:

- EVERYONE WAKES UP
- LITTLE DUDE THRASHES HIS LIMBS

- BUS MOSTLY SUBMERGED IN BOG.

Timing:

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Production :

EPISODE # 1025-174

1025/174

1025/174

1025/174

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fu

ADVENTURE TIME

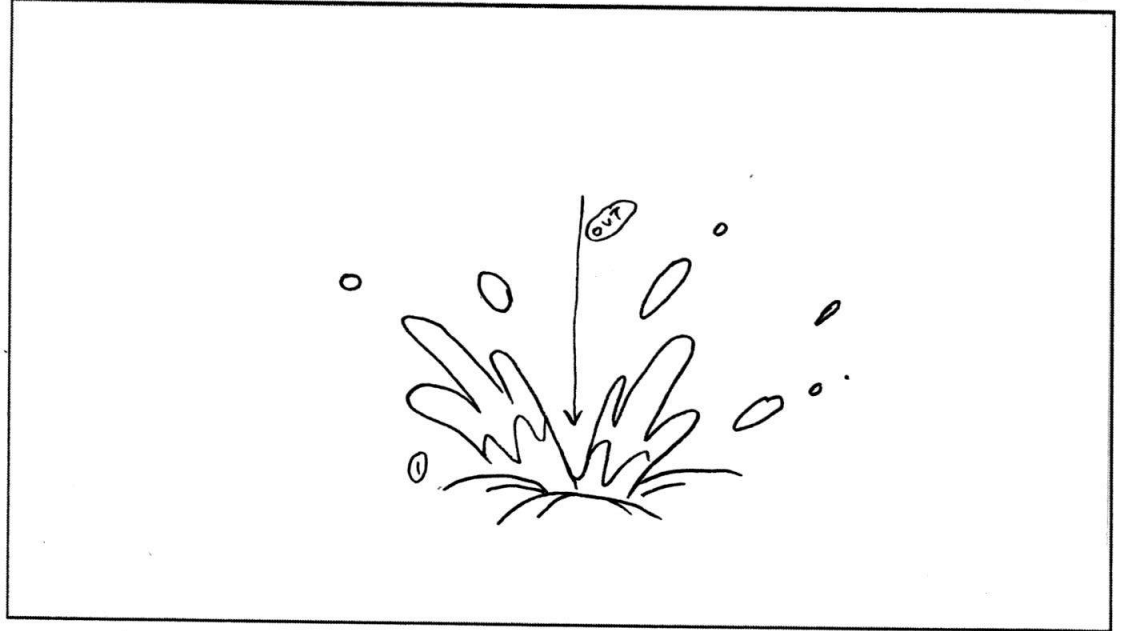


Page 240

Sc. 172 Pnl. A Bg. day night



Sc. 172 CONT Pnl. B Bg. day night



Dialog: WN3: GIRLS, WE CAN HELP!

Action:

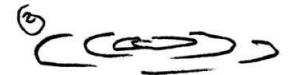
Timing:



SFX: SPLISH

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(B1)



EPISODE # 1025-174

Production :

1025/174

1025/174

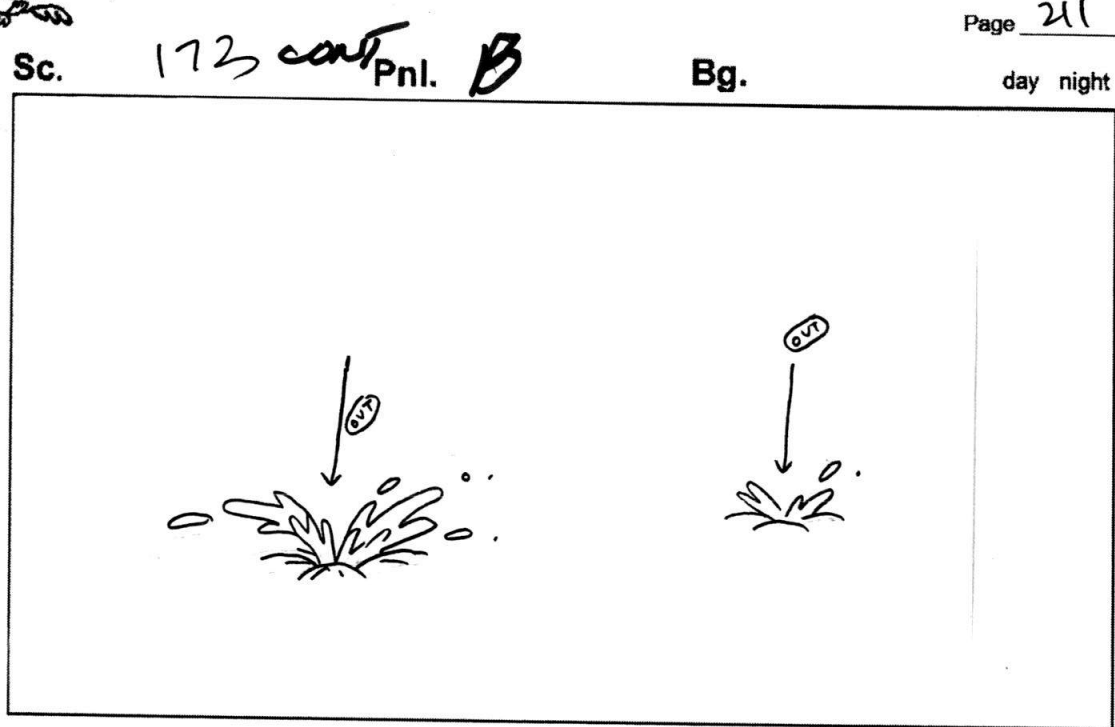
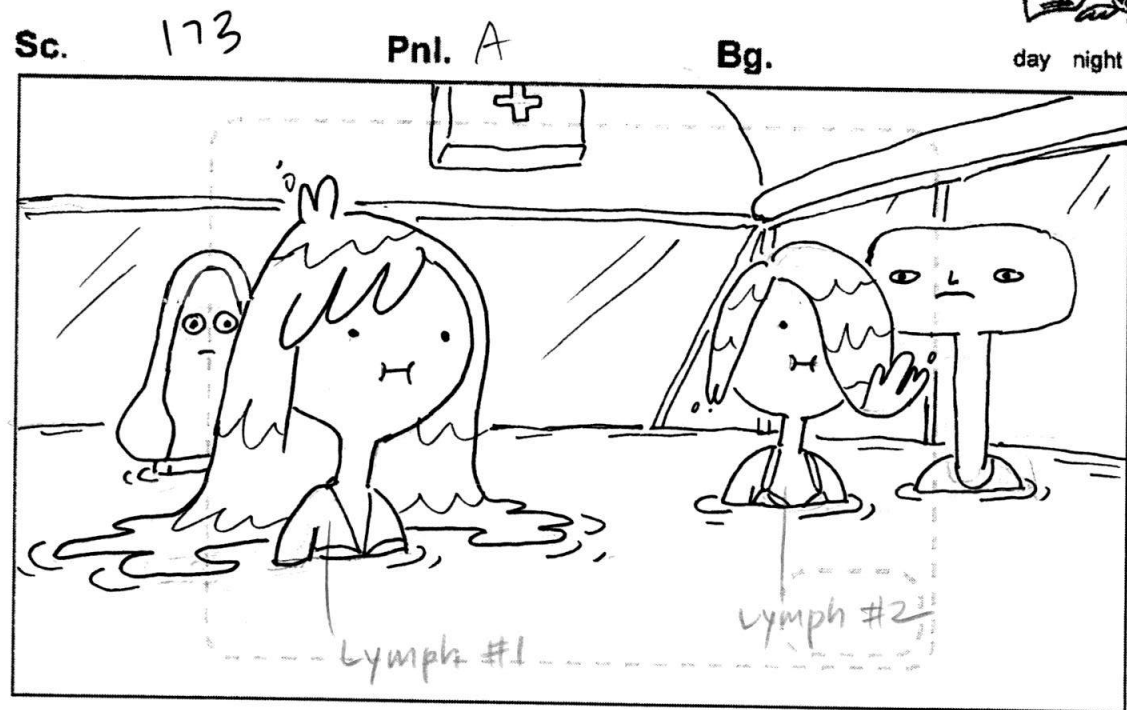
Cut

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1025/174

Cut

ADVENTURE TIME



Dialog:

SFX : SPLISH

Action:

Timing:

FEB 27 2014

(C) (C) (BI)

HO
cut

EPISODE # 1025-174

1025/174

Production :

1025/174

1025/174

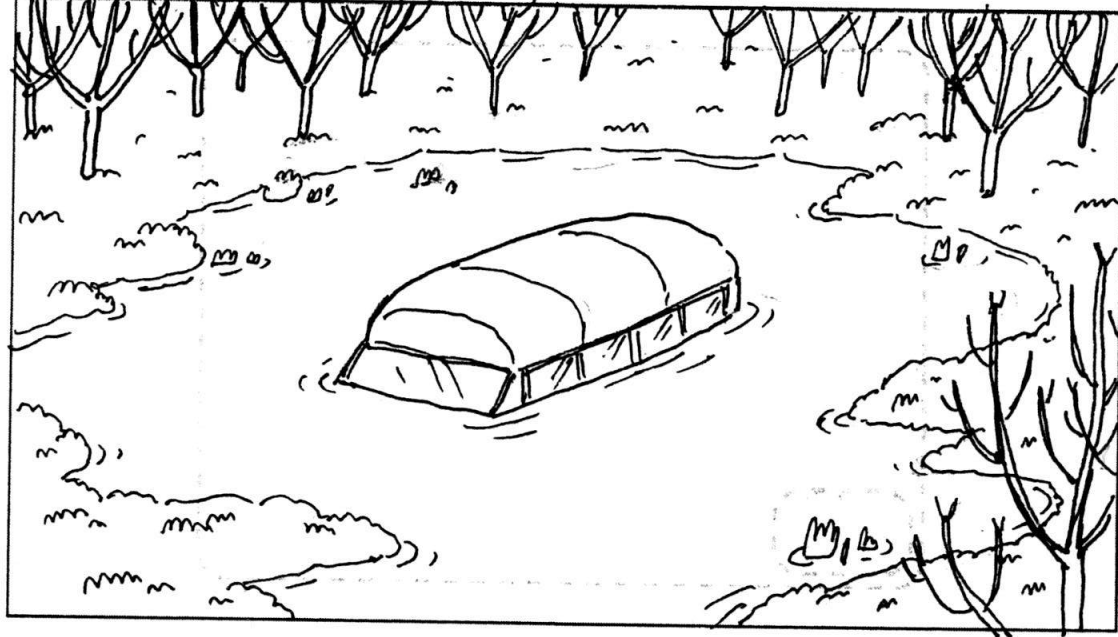
Ho
Cut

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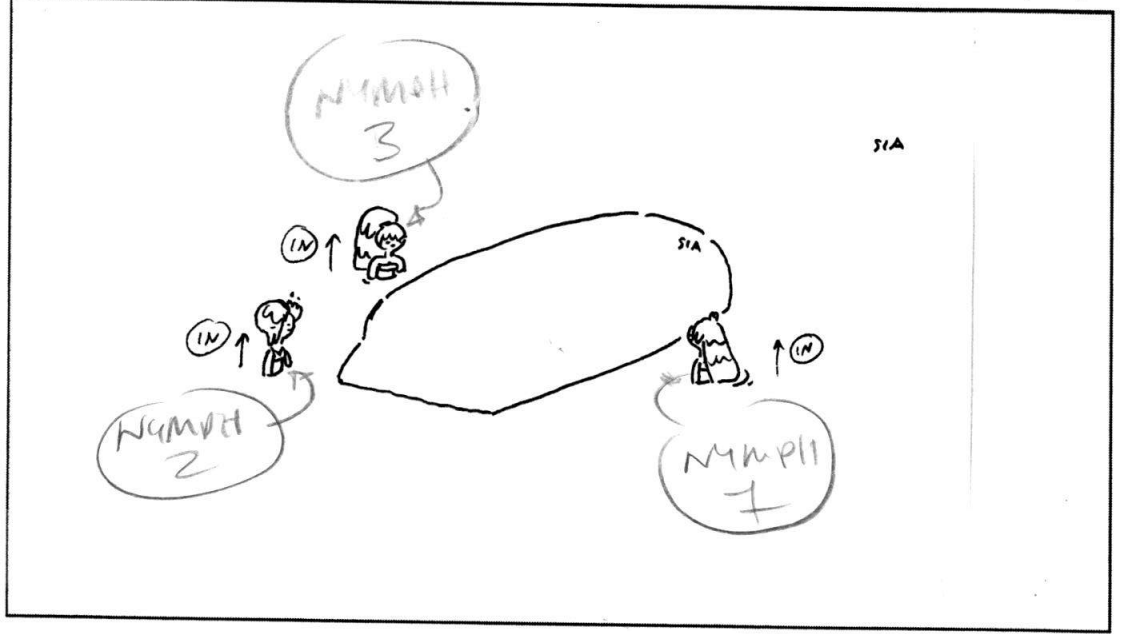
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 174 *cont* Pnl. B Bg. day night



Dialog:
SFX: * SPLSH - SPLSH - SPLSH *
Action:
Timing:

FEB 27 2014

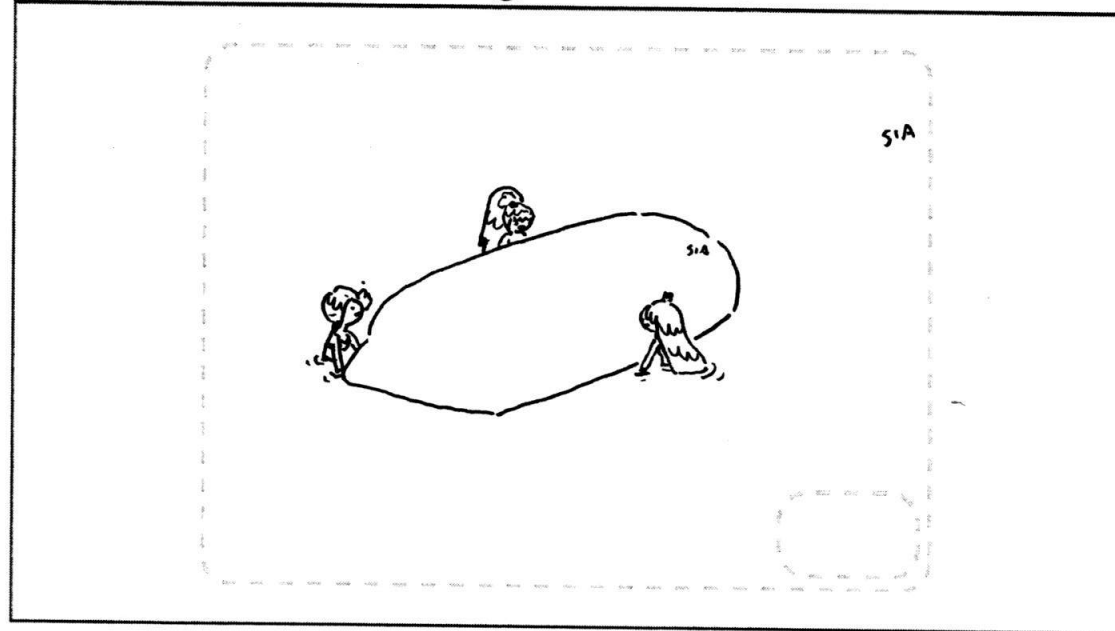
EPISODE # 1025-174
1025/174
Production :

ADVENTURE TIME

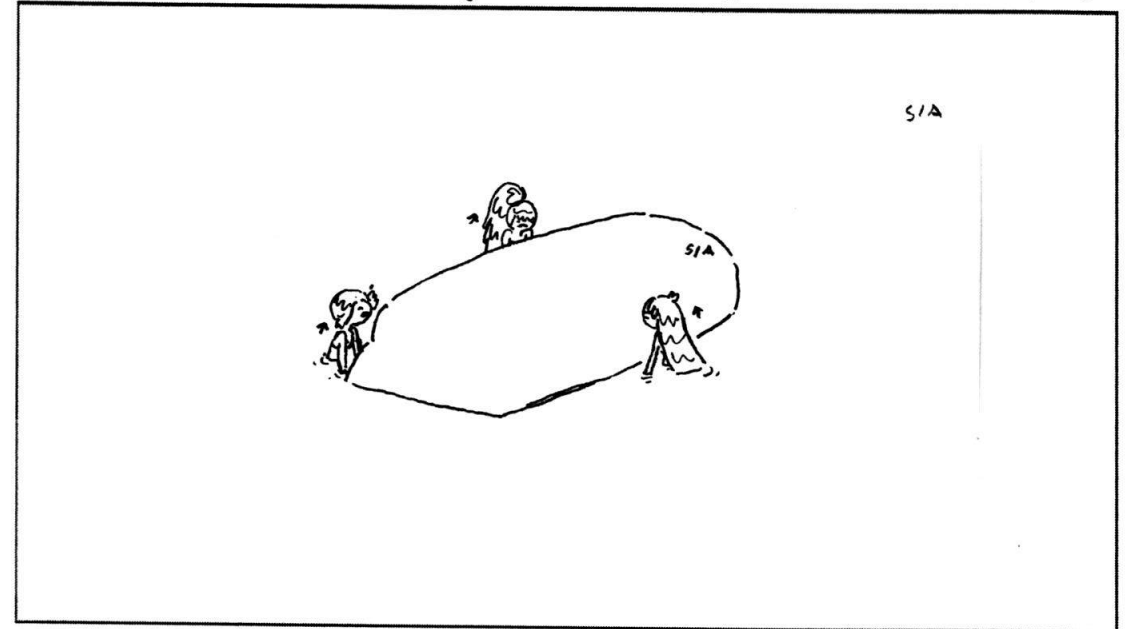


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Sc. 174 cont Pnl. C Bg. day night



Sc. 174 cont Pnl. D Bg. day night



Dialog:	<u>WN3</u> : OKAY ONE, TWO, THREE - LIFT!	<u>WNS</u> : HNNNGG! (STRAINING)
Action:		
Timing:		

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Production :

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1025/174

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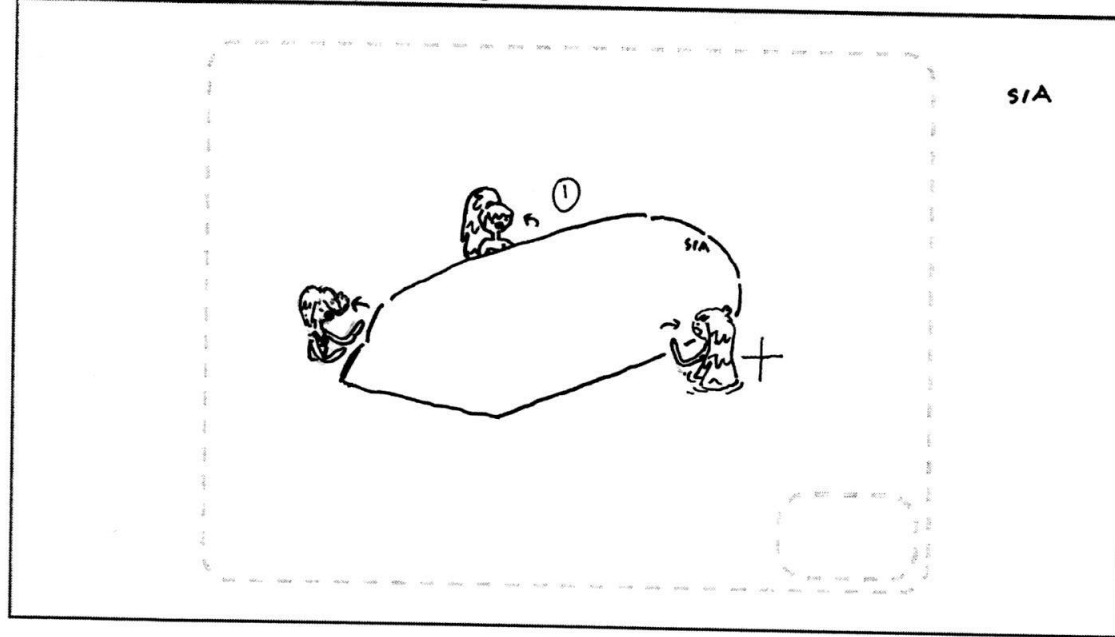
ADVENTURE TIME



Sc. 174 *cont* Pnl. **E**

Bg.

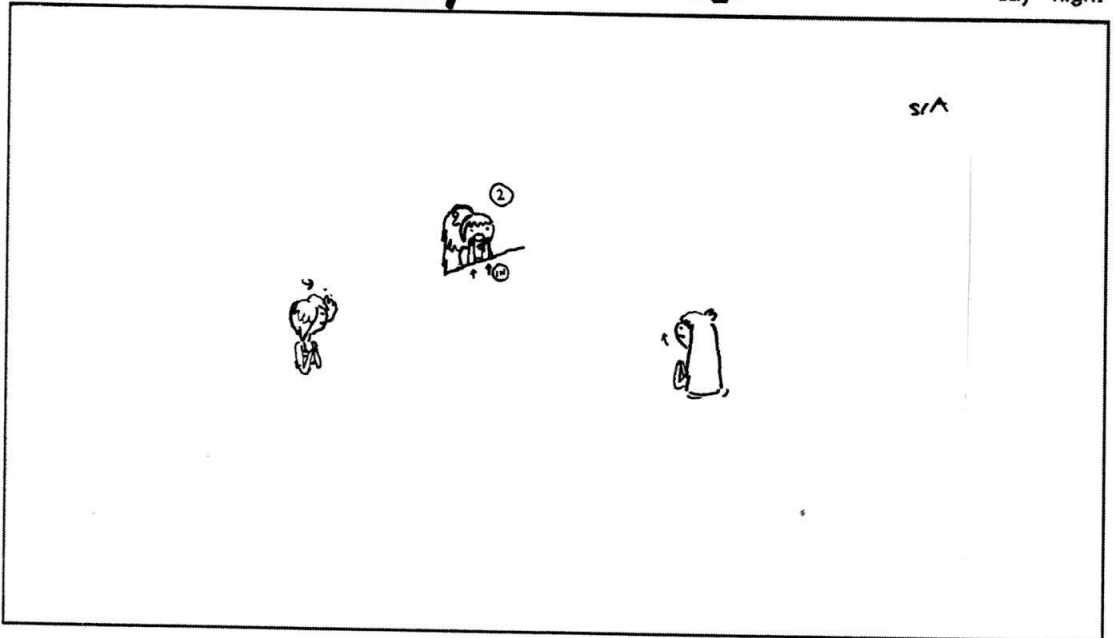
day night



Sc. 174 *cont* Pnl. **F**

Bg.

day night



Dialog:

W. NYMPHS: OW! ooh..

WN3: ① UM, (LOW WHISPER) ② LET'S GET OUTTA HERE

WN1, WN2: (NOD) ③

Action:

- WN3 LOOKS UP, BRINGS HANDS UP TO HER MOUTH
- WN1 + WN2 NOD

Timing:



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1025/174

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1025/174

ADVENTURE TIME



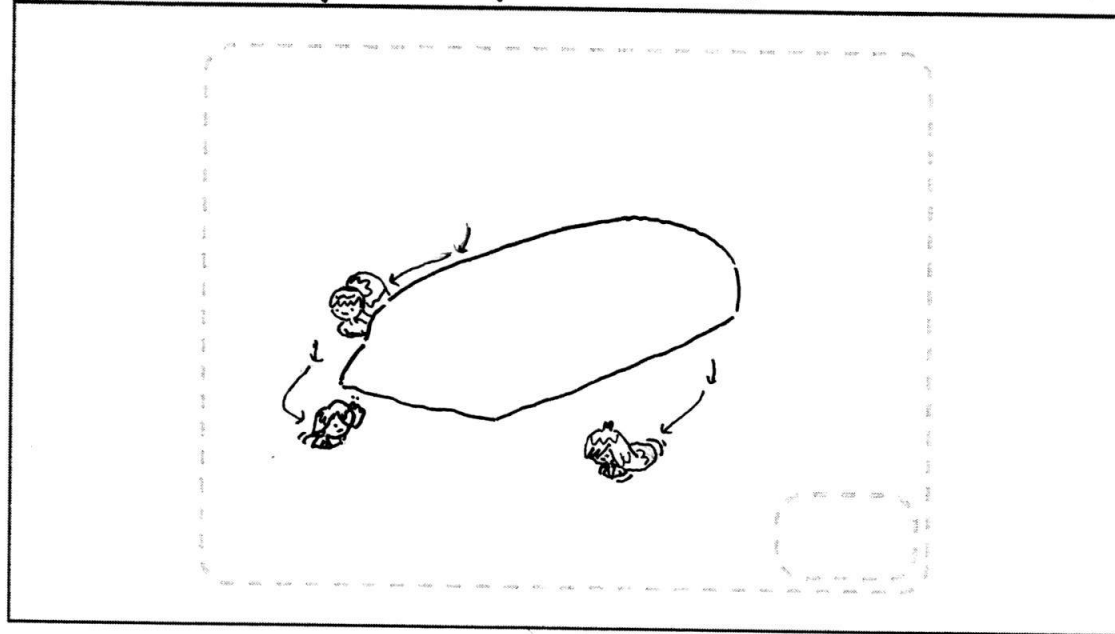
No Sc. 175

Page 215

Sc. 174 cont Pnl. G

Bg.

day night

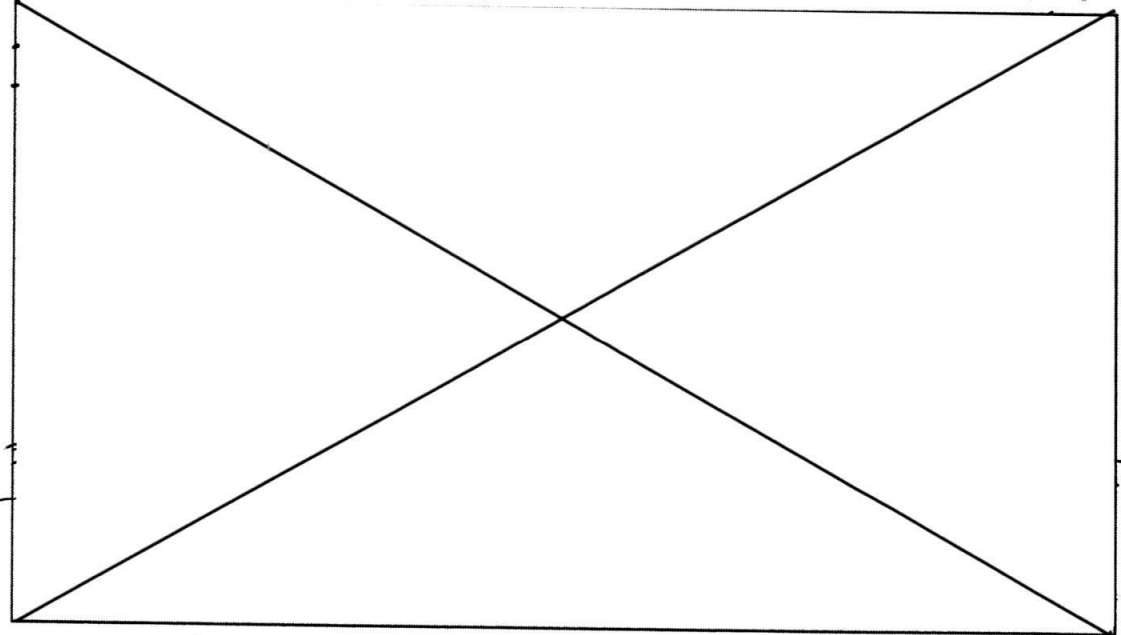


Sc.

Pnl.

Bg.

day night

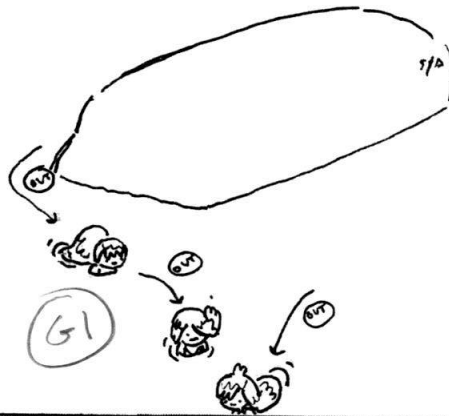


Dialog:

Action:

- W. NYMPHS
SWIM OFF IS

Timing:



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1025/174

Production :

1025/174

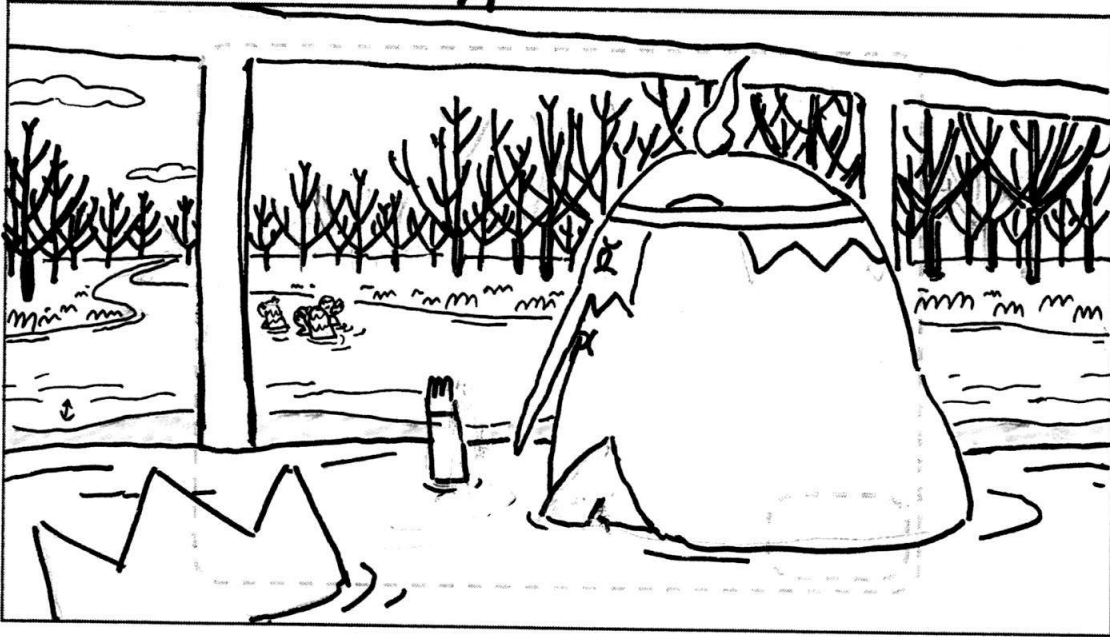
ADVENTURE TIME



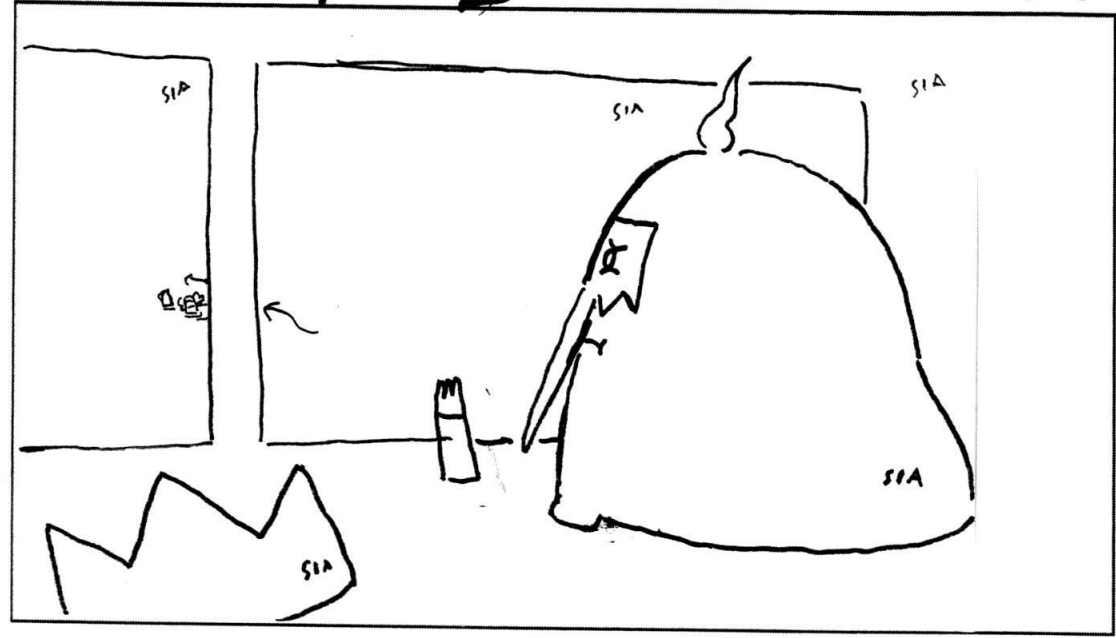
216

Page. _____ day night

Sc. 176 Pnl. A Bg. day night



Sc. 176 CONT Pnl. B Bg. day night



Dialog:

IK: Noo, don't go

Action: - IK WATCHES NYMPHS SWIM INTO THE DISTANCE

Timing:

FEB 27 2014

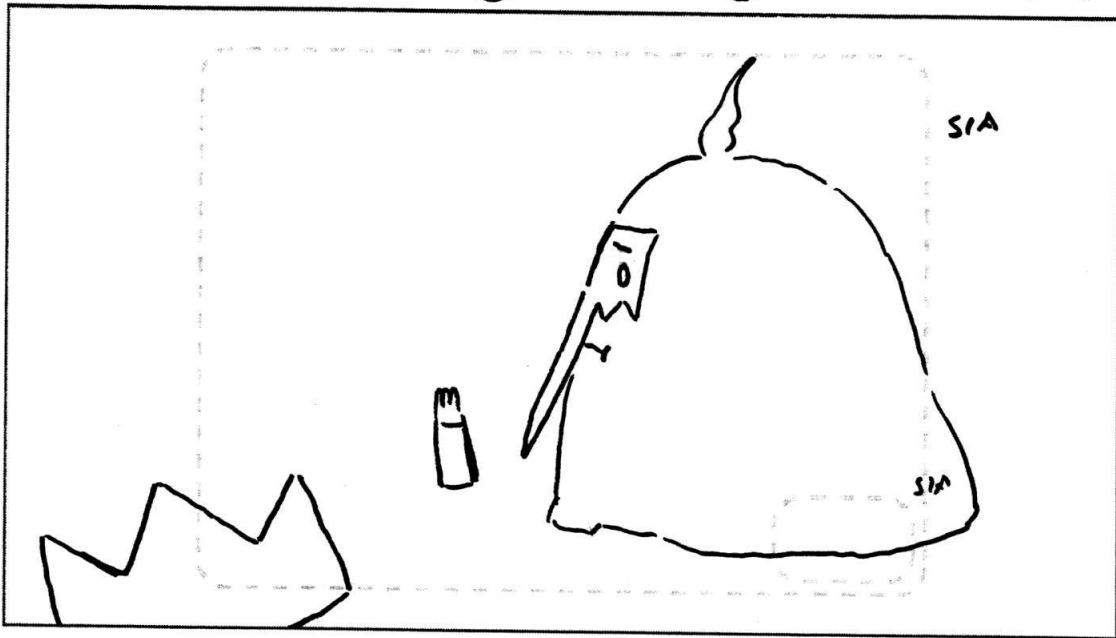
(B)

EPISODE # 1025-174
1025/174
Production :

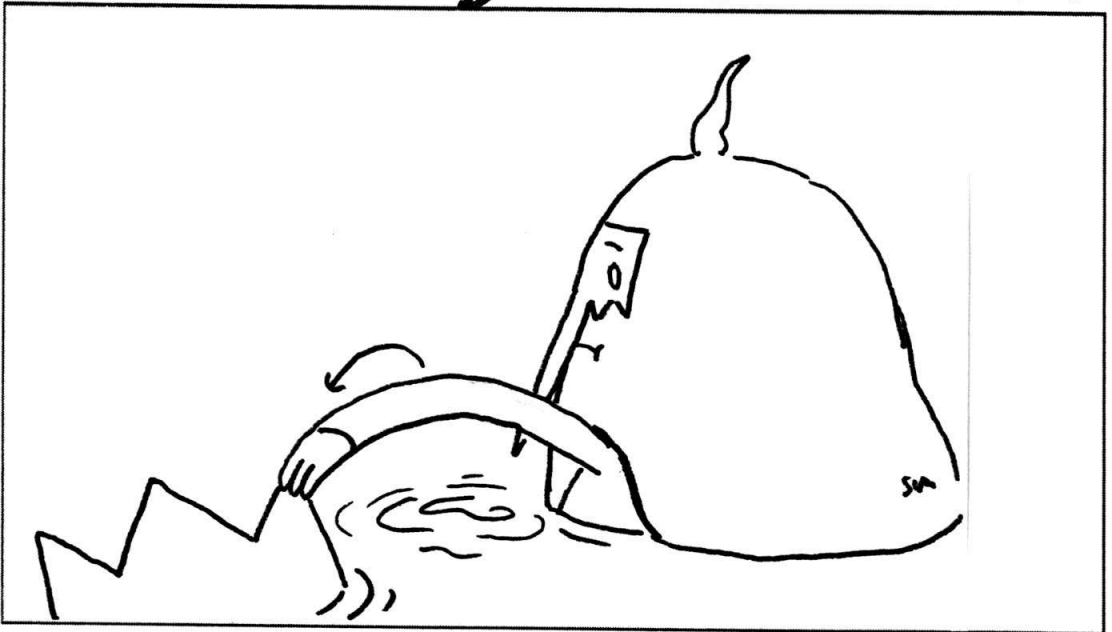
ADVENTURE TIME



Sc. 176 cont Pnl. C Bg. day night



Sc. 176 cont Pnl. D Bg. day night



Dialog:	
Action: - NYMPHS STILL VISIBLE - IK LOOKS AT CROWN FLOATING IN WATER	- IK GRABS CROWN
Timing:	FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

1025/174

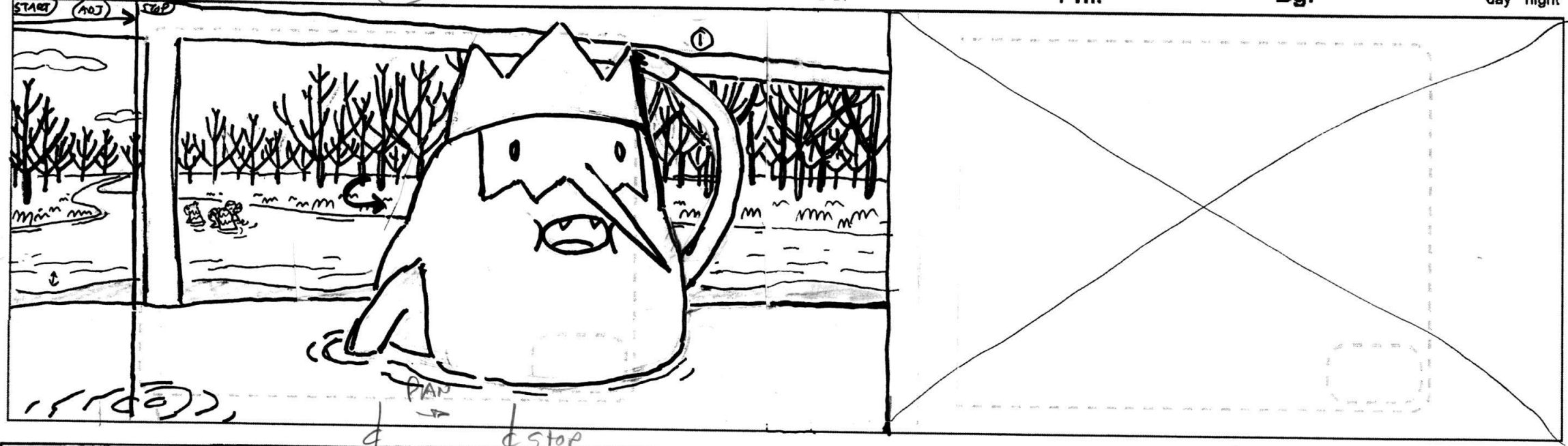
1025/174

ADVENTURE TIME



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Sc. 176 *cont* Pnl. *E* Bg. day night Sc. Pnl. Bg. day night



Dialog:
Ik/ Hey, I could freeze all of us. Then we'd be safe from drowning...

Action:
- PUTS ON CROWN

Timing:



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Production :

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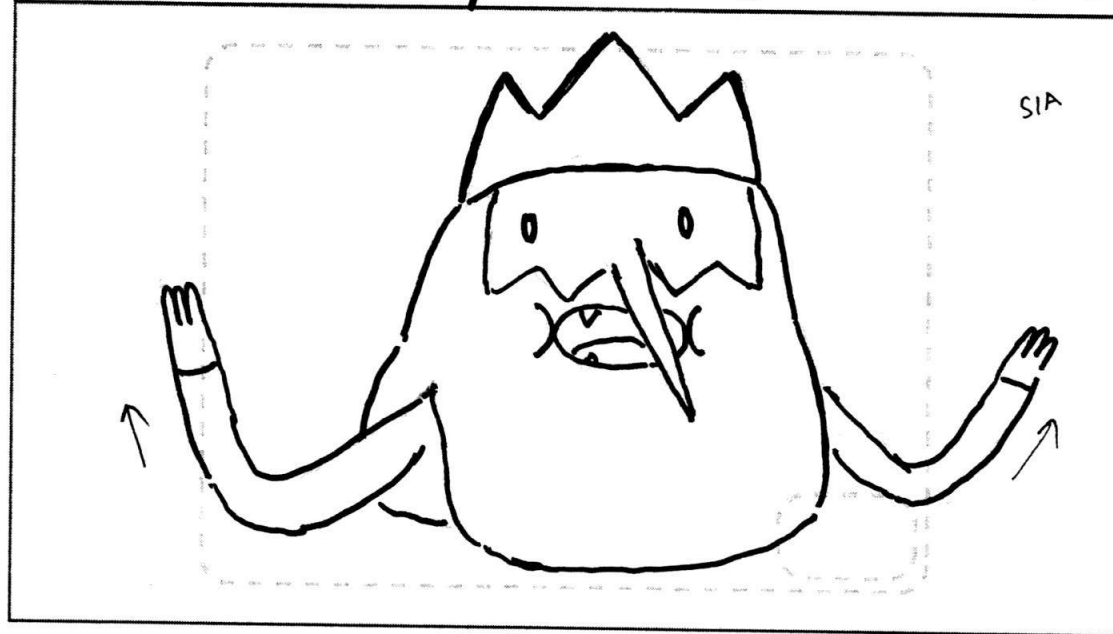
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ADVENTURE TIME

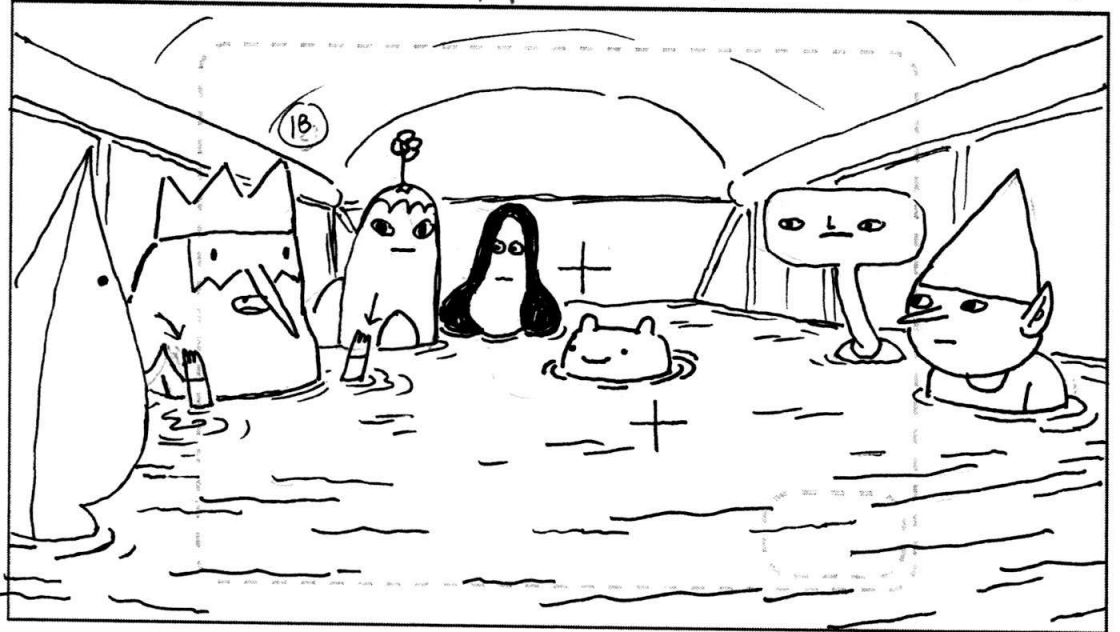


Page 219

Sc. 176 *cont* Pnl. *F* Bg. day night



Sc. 177 Pnl. *A* Bg. day night



Dialog:
IK/ And once someone discovers our preserved bodies, we'll be saved...

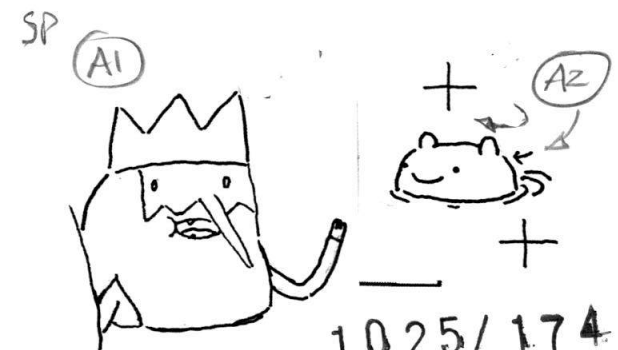
IK: BE LIKE 200 YEARS TOPS

Action:

- LD SWIMMING

Timing:

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ADVENTURE TIME



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Sc. Pnl. Bg. day night

Sc. 177 cont Pnl. B Bg. day night

Dialog:

ALL: (GRUMBLE)

Action:

- LD SWIMMING

Timing:

FEB 27 2014

fw
Cut

EPISODE # 1025-174

1025/174

Production :

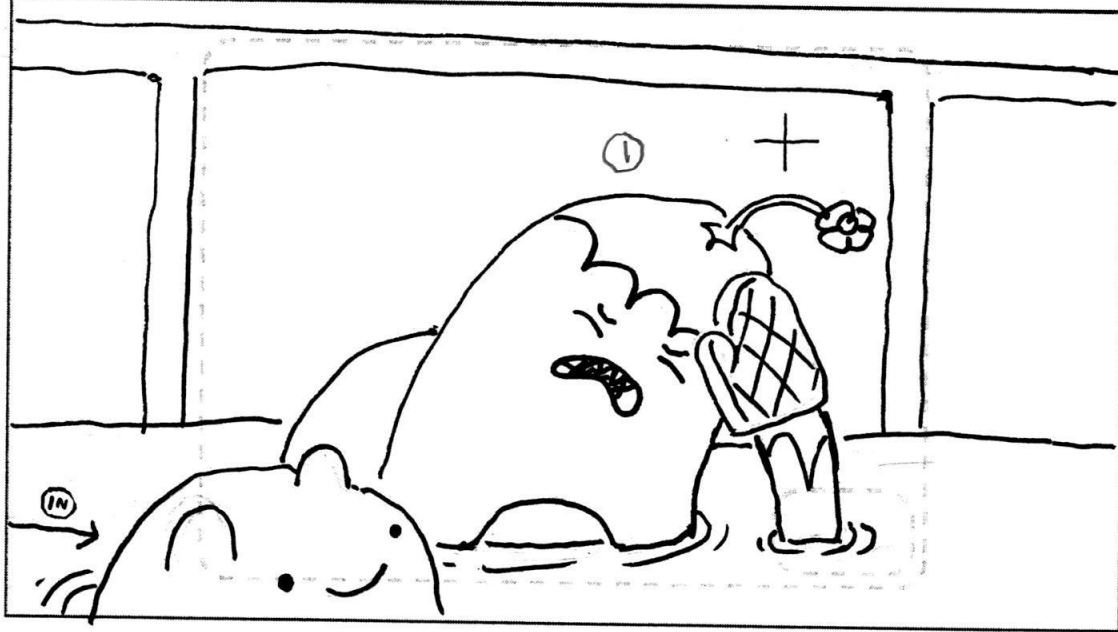
1025/174

ADVENTURE TIME

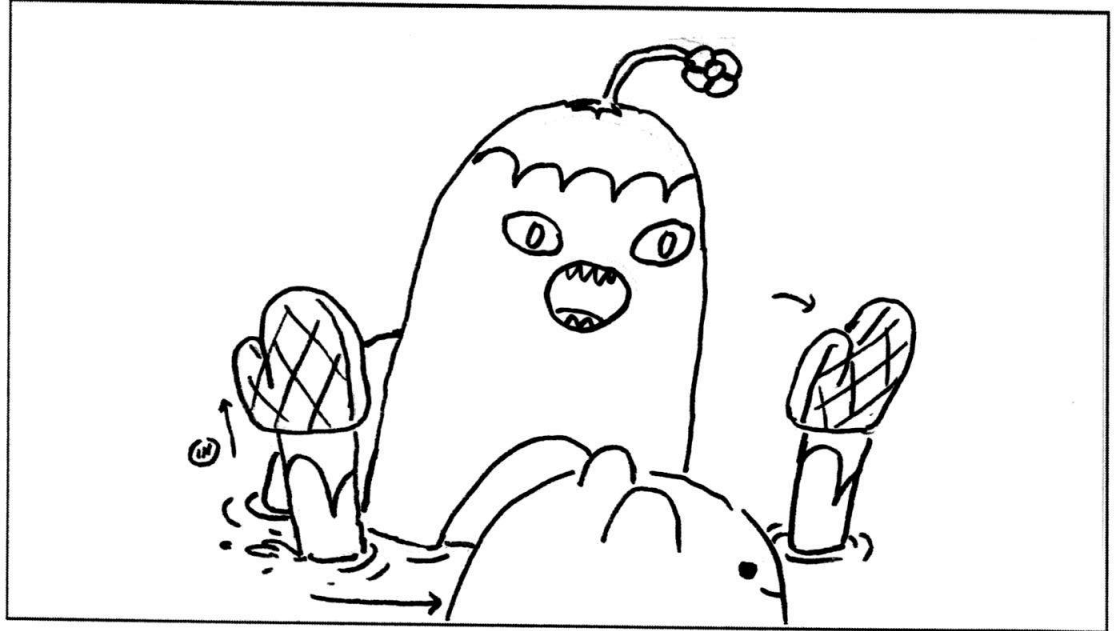


Page 221

Sc. 178 Pnl. A Bg. day night



Sc. 178 cont Pnl. B Bg. day night



Dialog:

LGM: (MUTTERING TO HIMSELF)

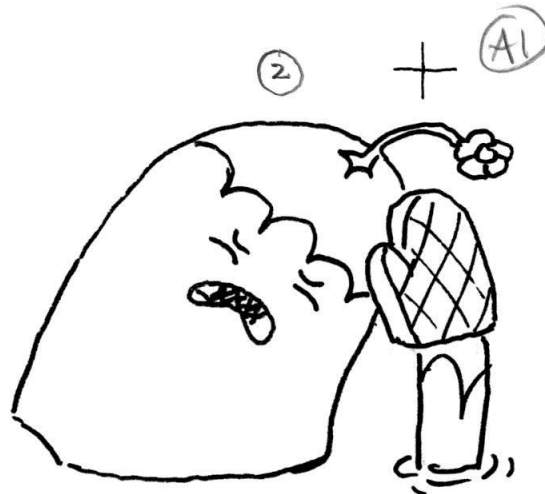
LGM: OH!

LEMMETRY THIS...

Action: -LGM BOPS HIS FOREHEAD

A ↔ B
CYCLE FAST

Timing:



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Production :

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ADVENTURE TIME



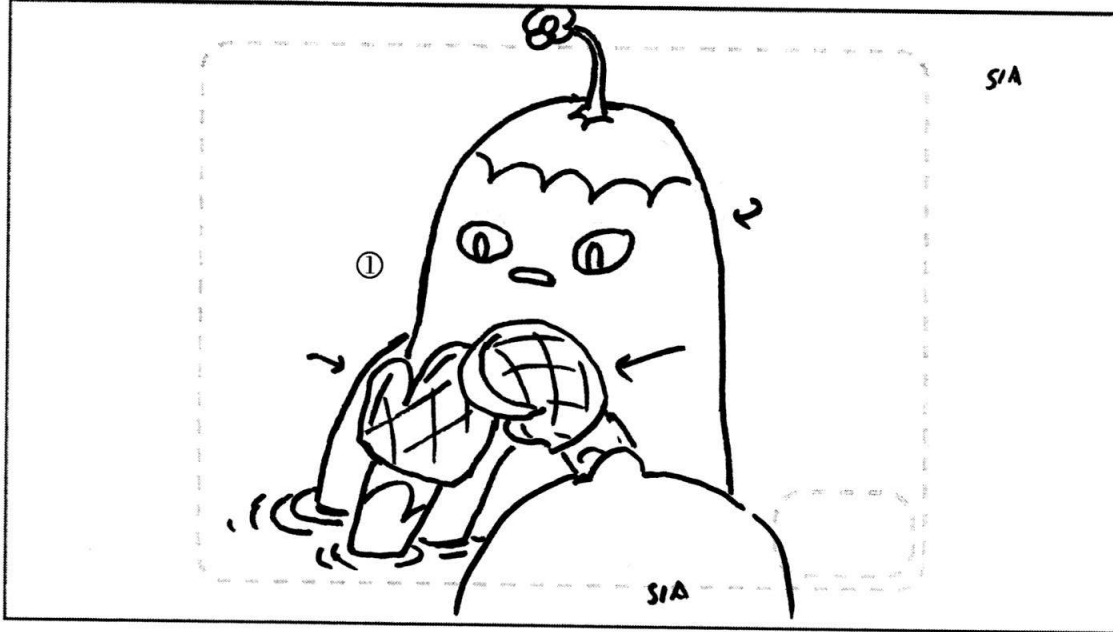
Page 222

Ho
Cut

Sc. 178 cont Pnl. C

Bg.

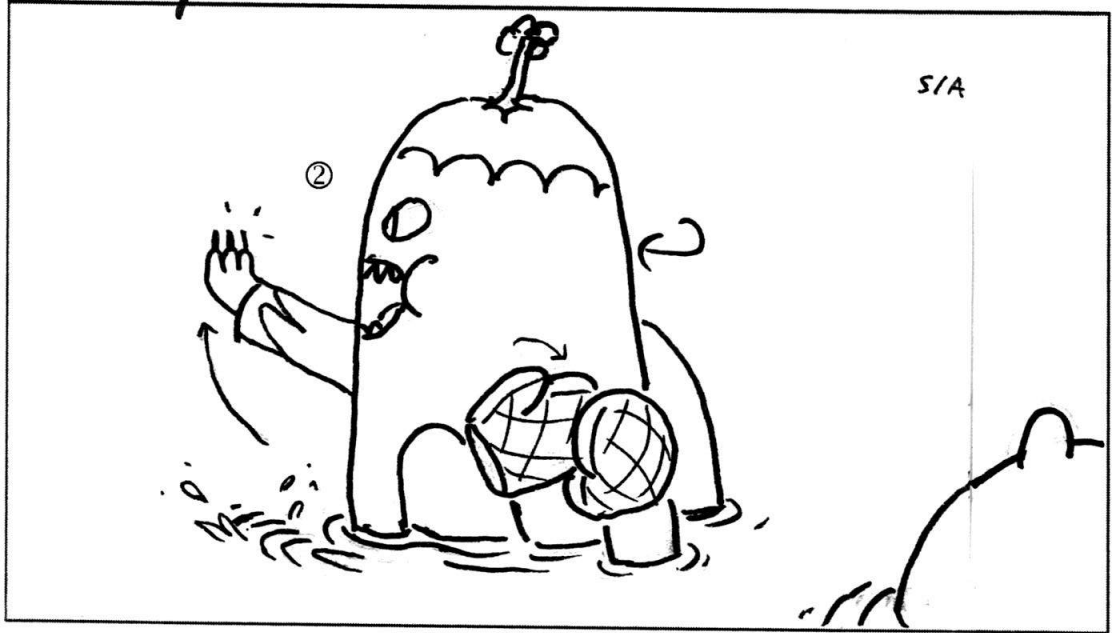
day night



Sc. 178 cont Pnl. D

Bg.

day night



Dialog:

LGM: MOMMY!

Action:

- LGM TAKES OFF HIS MITT,
SLAPS THE WINDOW

Timing:



①
FC

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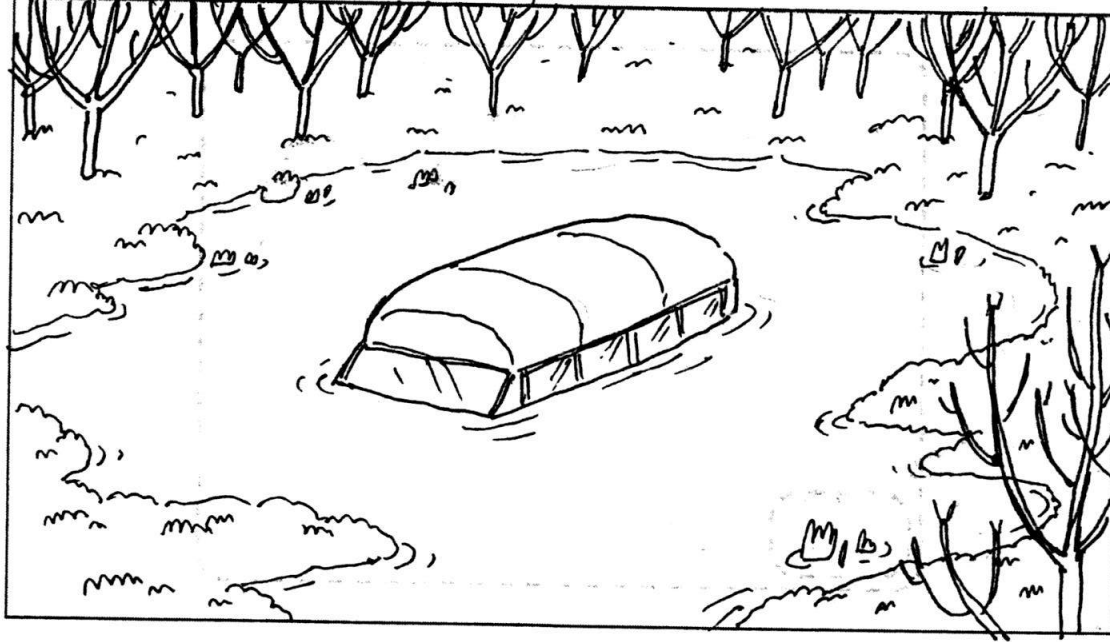
HO
CUT

ADVENTURE TIME

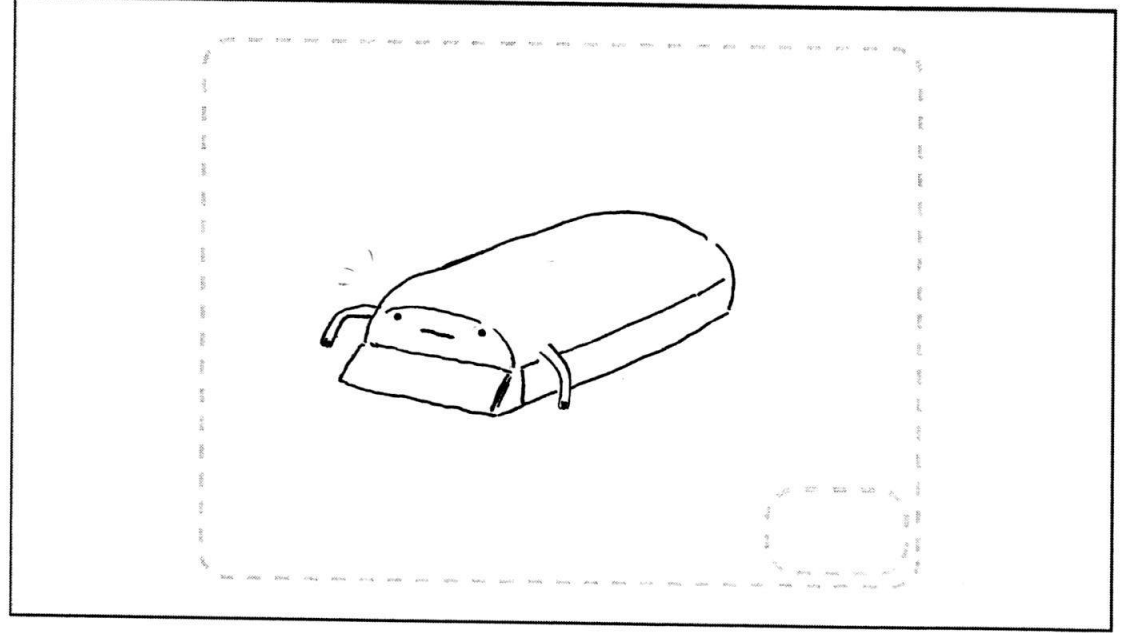


Page 223

Sc. 179 Pnl. A Bg. day night



Sc. (179 cont) Pnl. B Bg. day night



Dialog:

Action:

- FACE AND ARMS MATERIALIZE ON BUS

Timing:

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1025/174

Production :

1025/174

ADVENTURE TIME

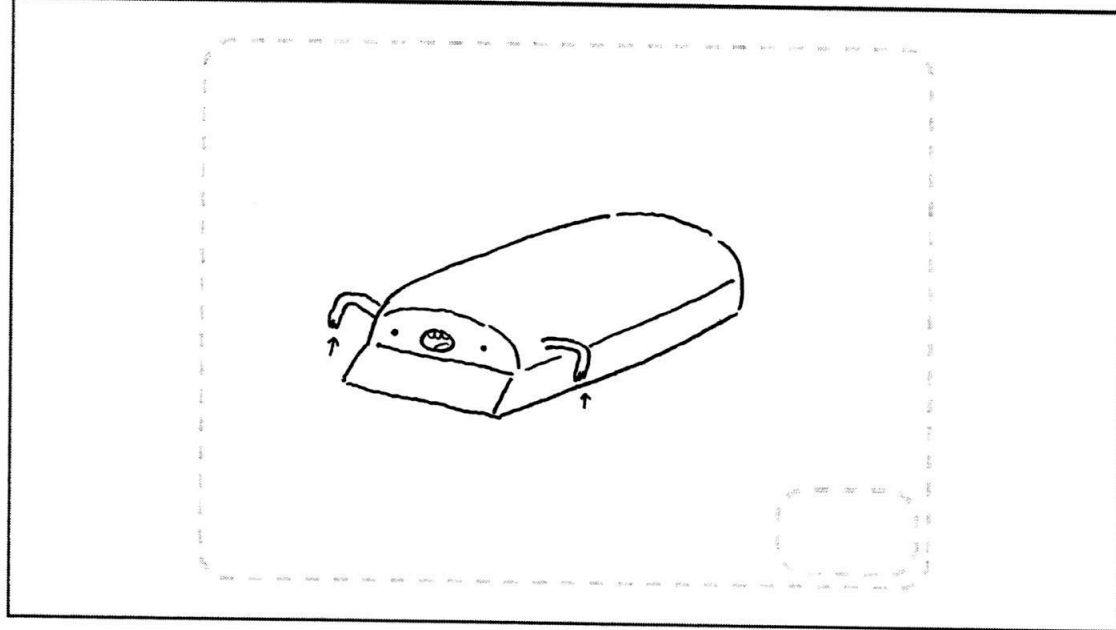


Sc.

179 *cont* Pnl. *C*

Bg.

day night

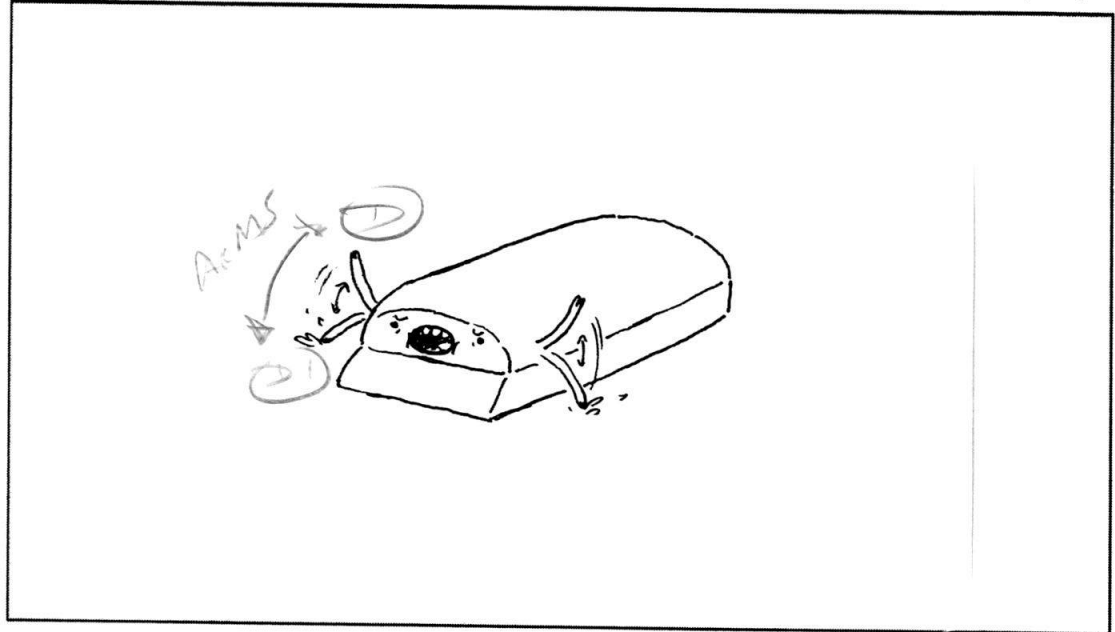


Sc.

179 *cont* Pnl. *D*

Bg.

day night



Dialog:

BUS : OH!

BUS : OH G R O G !

Action:

Timing:

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1025/174

Production :

1025/174

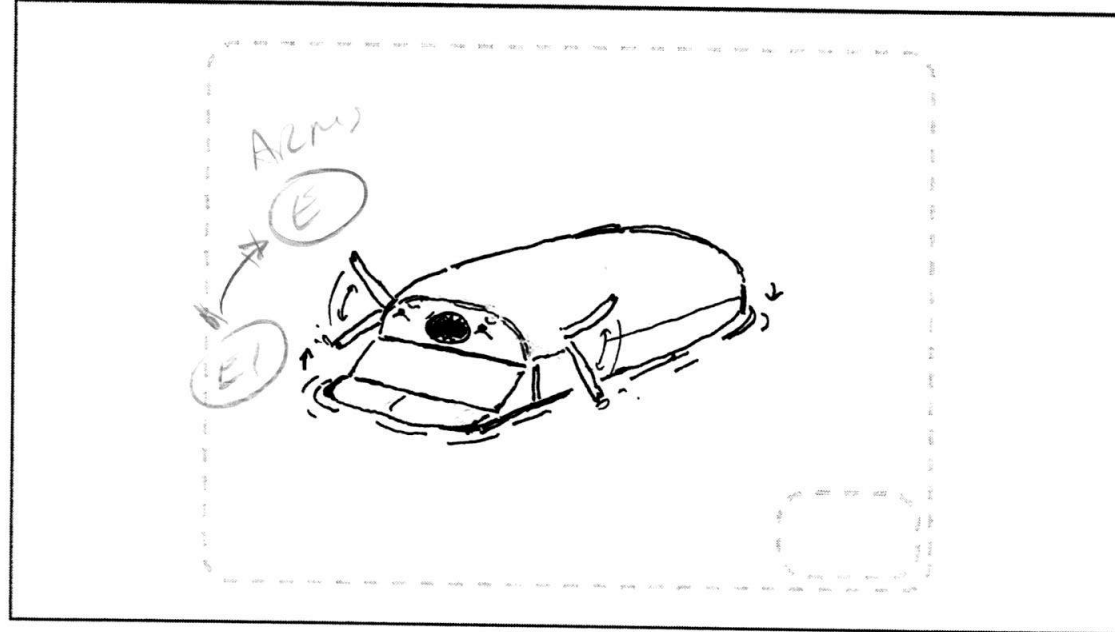
ADVENTURE TIME



Sc. 179 *cont* Pnl. *E*

Bg.

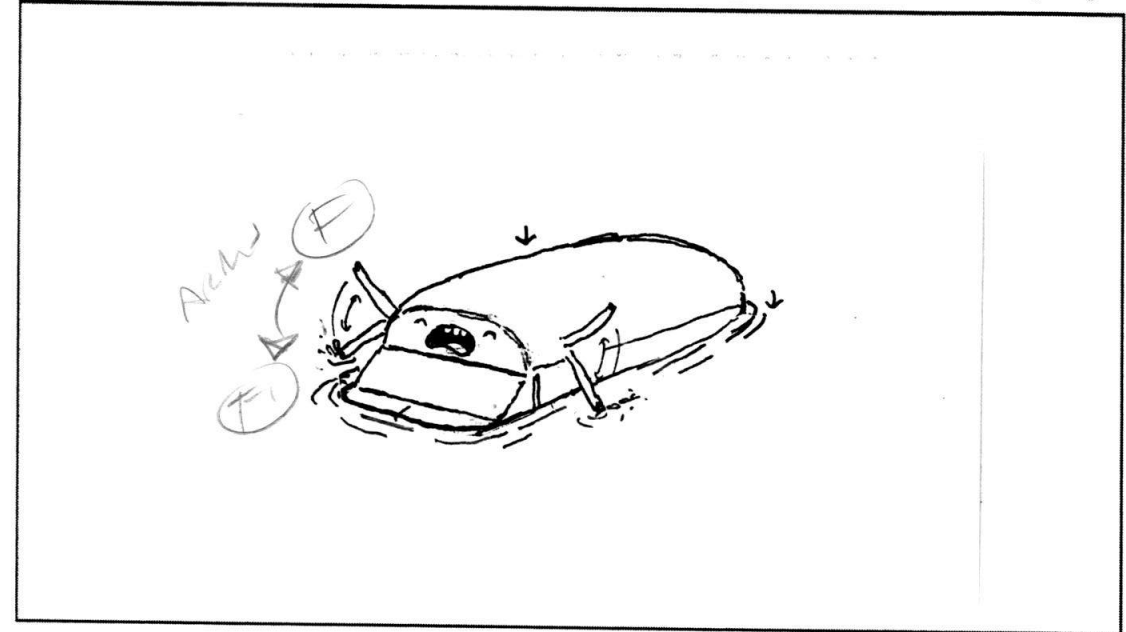
day night



Sc. 179 *cont* Pnl. *F*

Bg.

day night



Dialog:

BUS : I CAN'T SWIM! HELP!

Action:

- BUS TILTS

- SINKS DOWN SLIGHTLY

Timing:

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Production :

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HW
Cont

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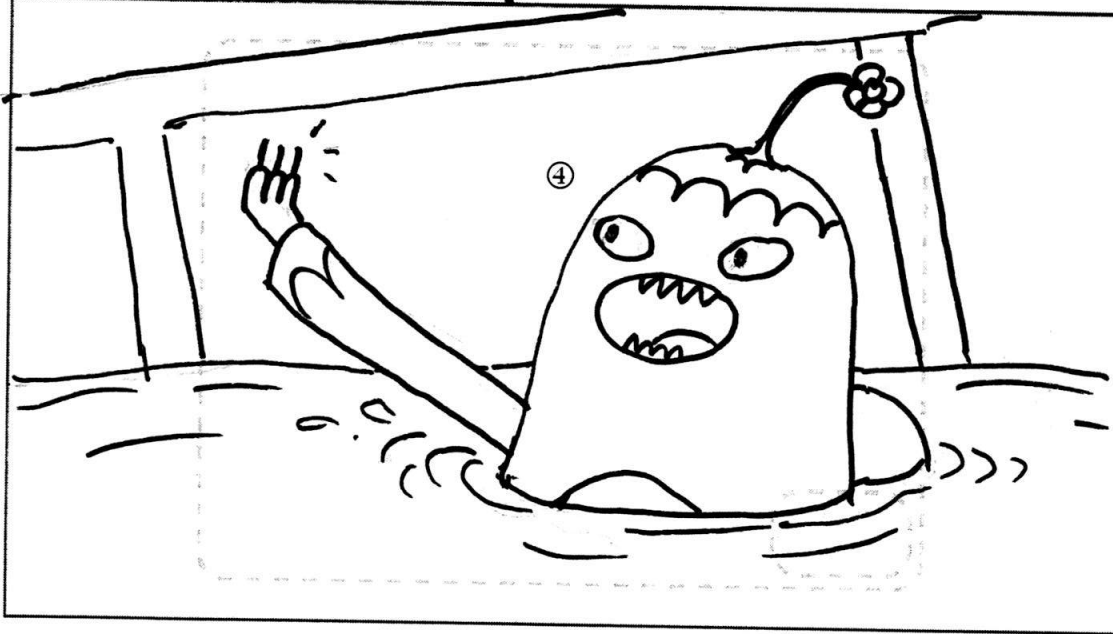
ADVENTURE TIME



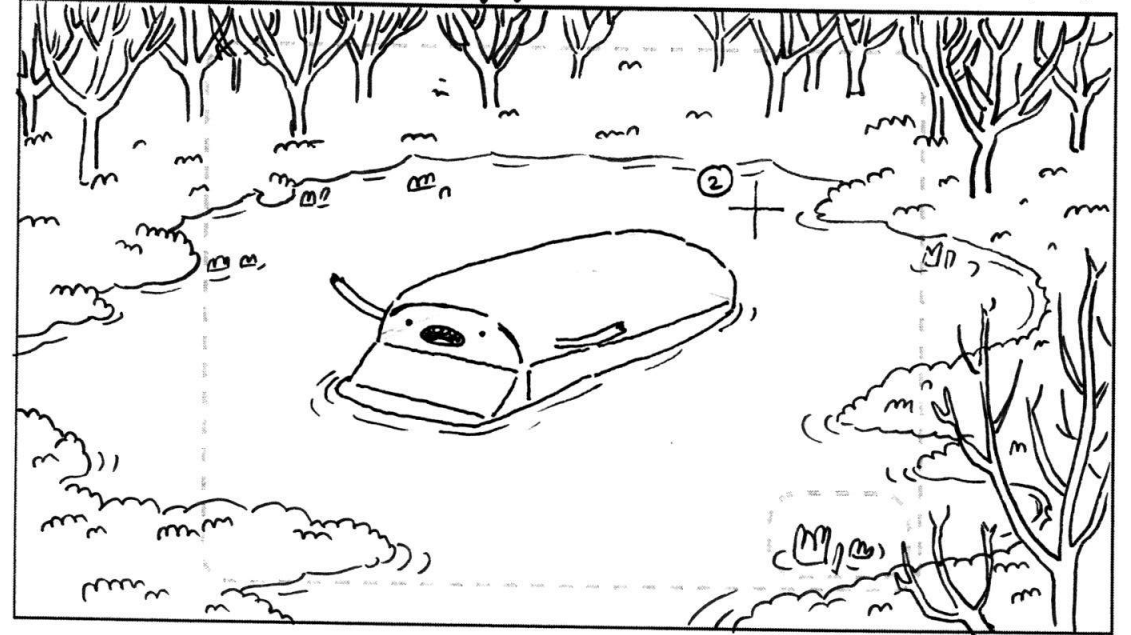
HY
CUT

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Sc. 180 Pnl. A Bg. day night



Sc. 181 Pnl. A Bg. day night



Dialog: LGM: EEMOM!

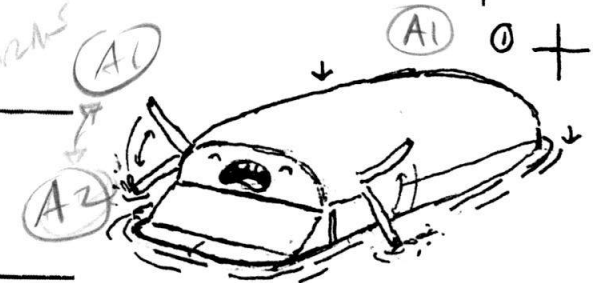
Bus/ Ah! Oh Glob!

Action:
- LGM SLAPS WINDOW

Timing:

BUS: SOMEONE -

- BUS STOPS FLAILING
SUDDENLY



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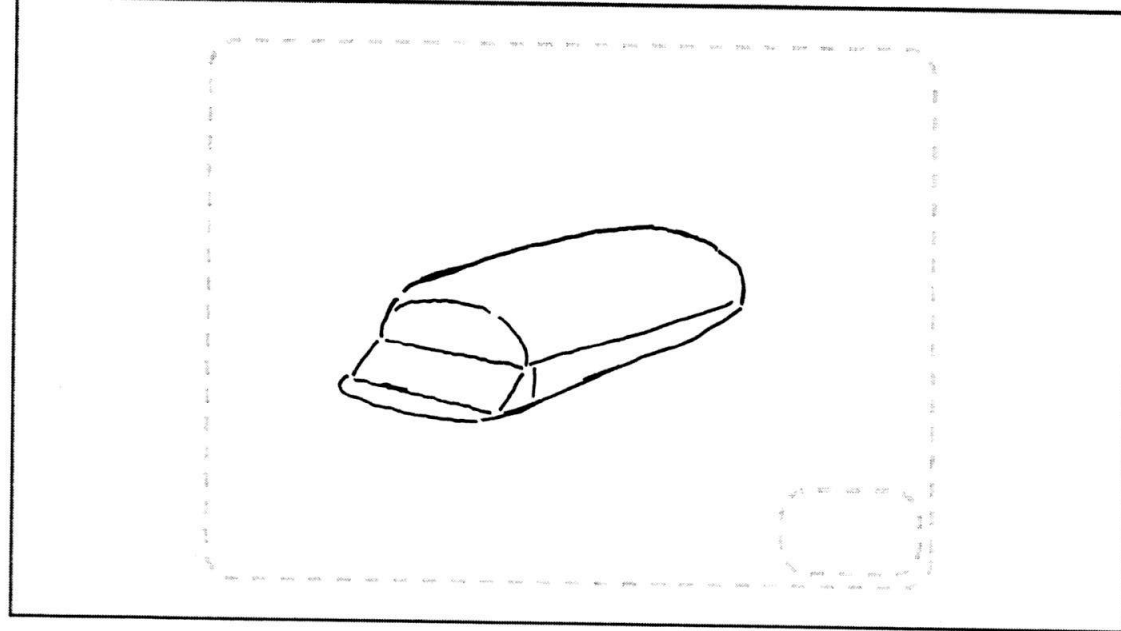
1025/174

ADVENTURE TIME

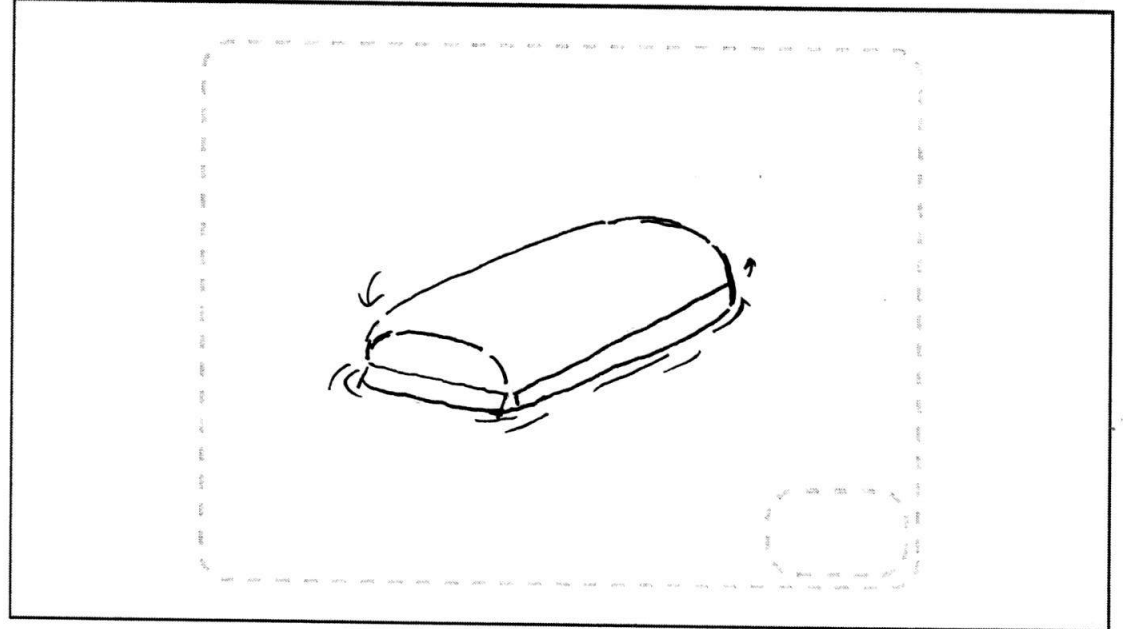


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Sc. (9) CONT Pnl. B Bg. day night



Sc. (8) CONT Pnl. C Bg. day night



Dialog:

SFX: * RRRK *

Action:

- FACE + ARMS DISAPPEAR

- BUS SUDDENLY TILTS FORWARD, BOBS BACK UP

Timing:

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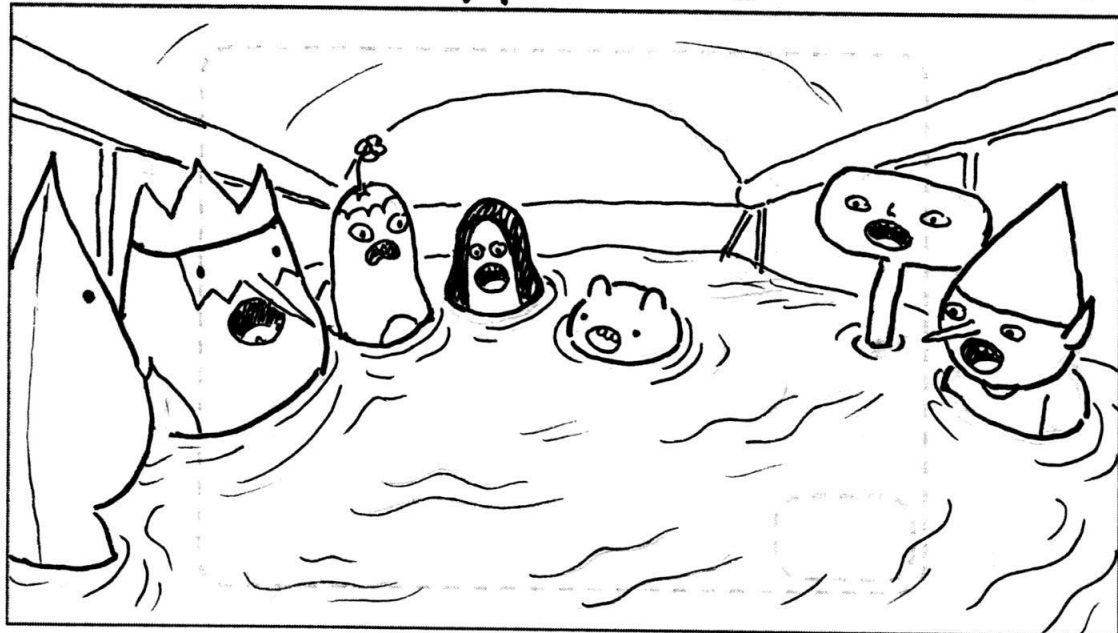
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ADVENTURE TIME

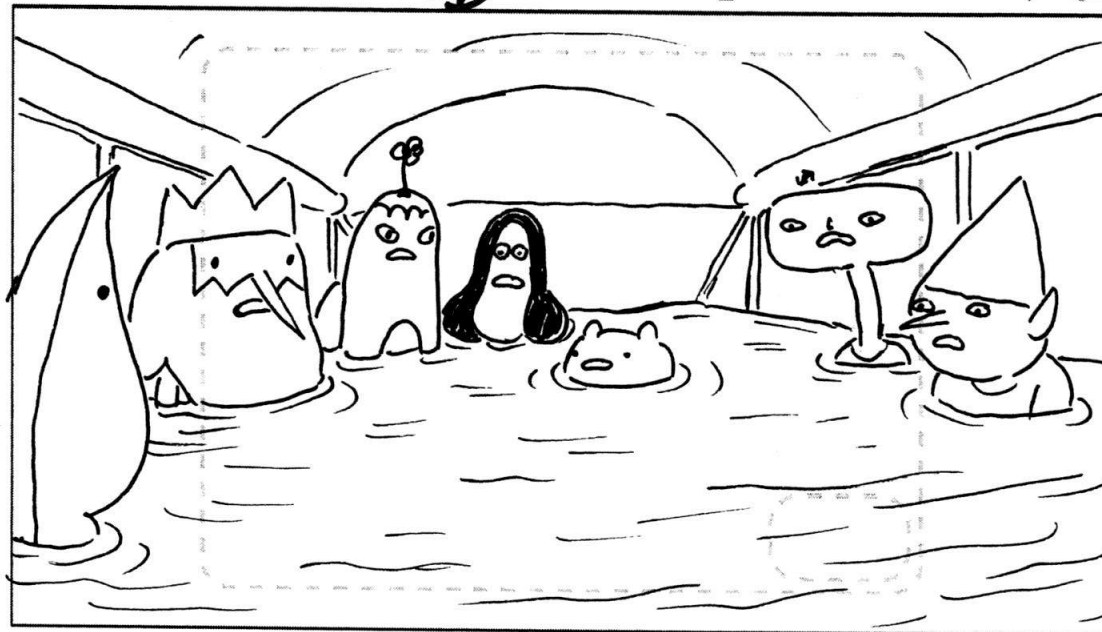


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Sc. 182 Pnl. A Bg. day night



Sc. 182 CONT Pnl. B Bg. day night



Dialog:

Action: - WATER PLANE TILTED

- WATER TILTS BACK
- RJ BREATHING HEAVILY

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Timing:

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Production :

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ADVENTURE TIME



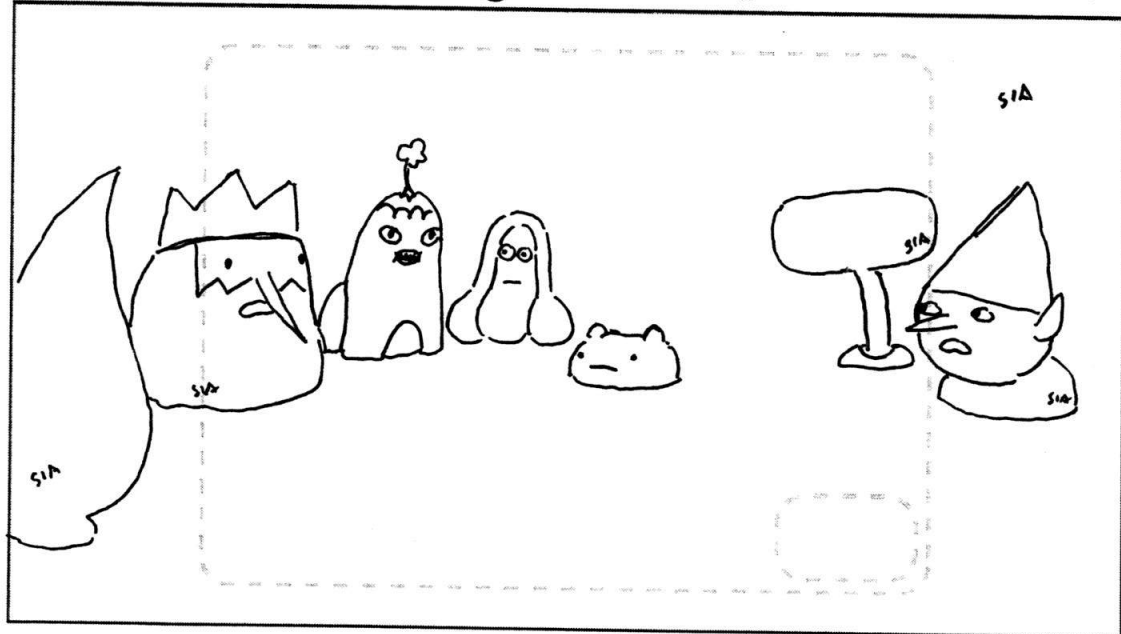
Hu
Cust

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Sc. 182 cont Pnl. C

Bg.

day night

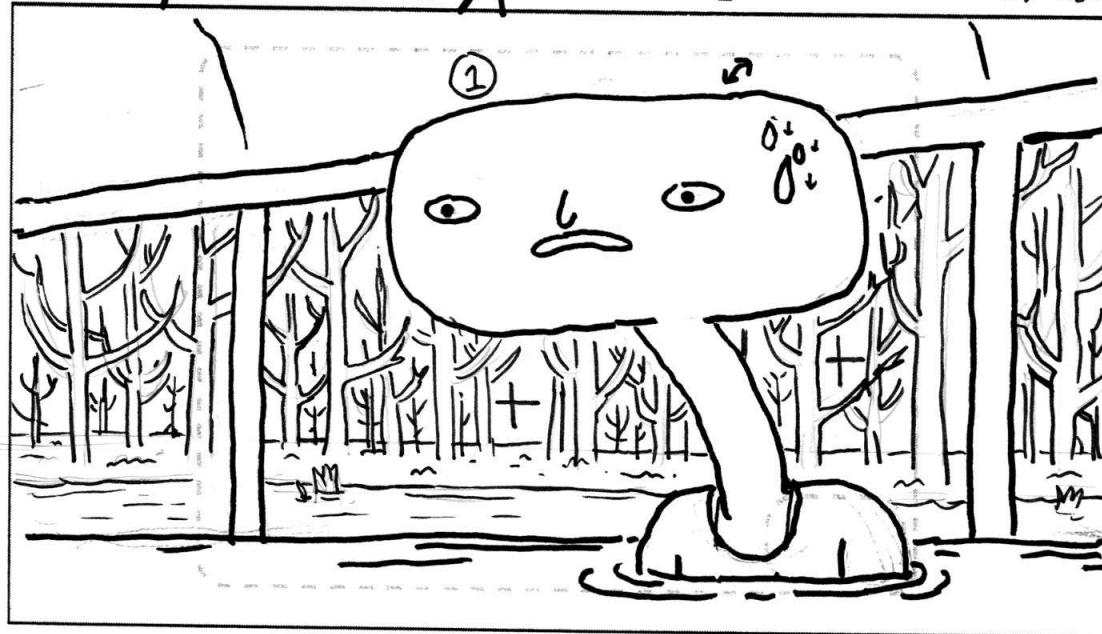


Sc. 183

Pnl. A

Bg.

day night



Dialog:

LGM: SORRY...

Action:

- RJ BREATHING HEAVILY
- IK, ABD, BEAV LOOK AT LGM

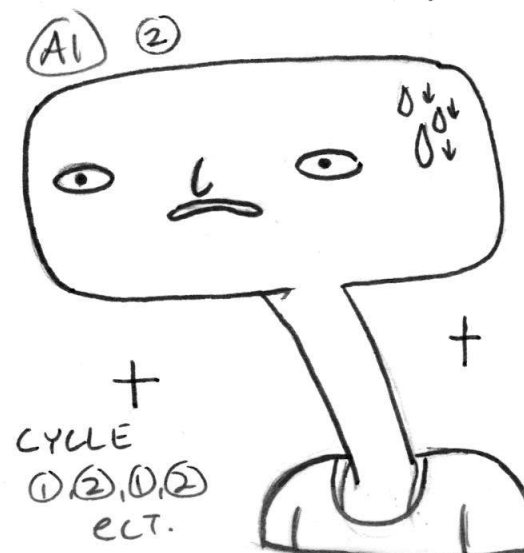
RJ: [HEAVY BREATHING]

(A1) (2)

- RJ BREATHING HEAVILY
- SWEATING

Timing:

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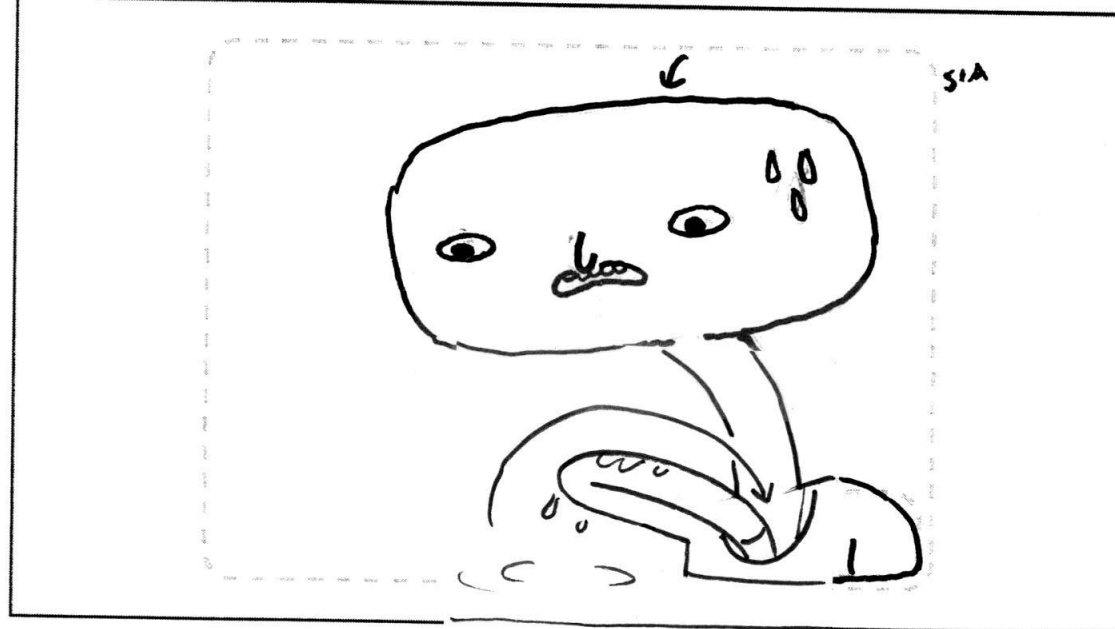
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ADVENTURE TIME



Sc. 183 cont Pnl. B Bg. day night Sc. 183 cont Pnl. C Bg. day night

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Dialog:	RJ: I WAS HOPING IT WOULDN'T COME TO THIS...
Action:	- R.J. REACHES IN HIS SHIRT... - AND PULLS OUT A BOTTLE ATTACHED TO A NECKLACE AROUND HIS NECK.
Timing:	

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Has Cut

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1025/174

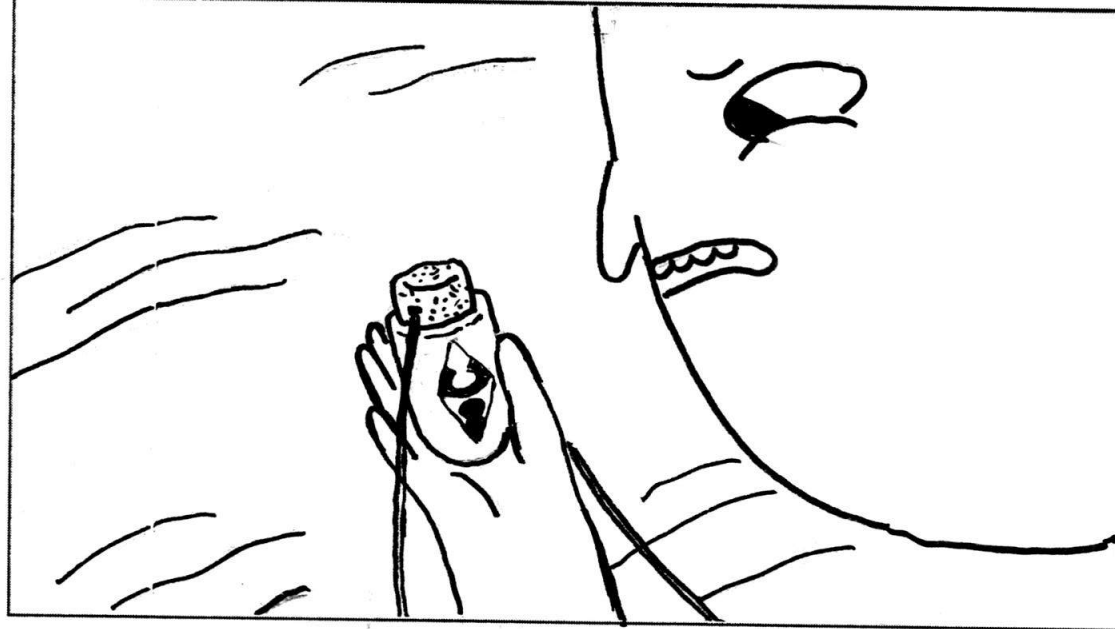
Ho
Cut

ADVENTURE TIME

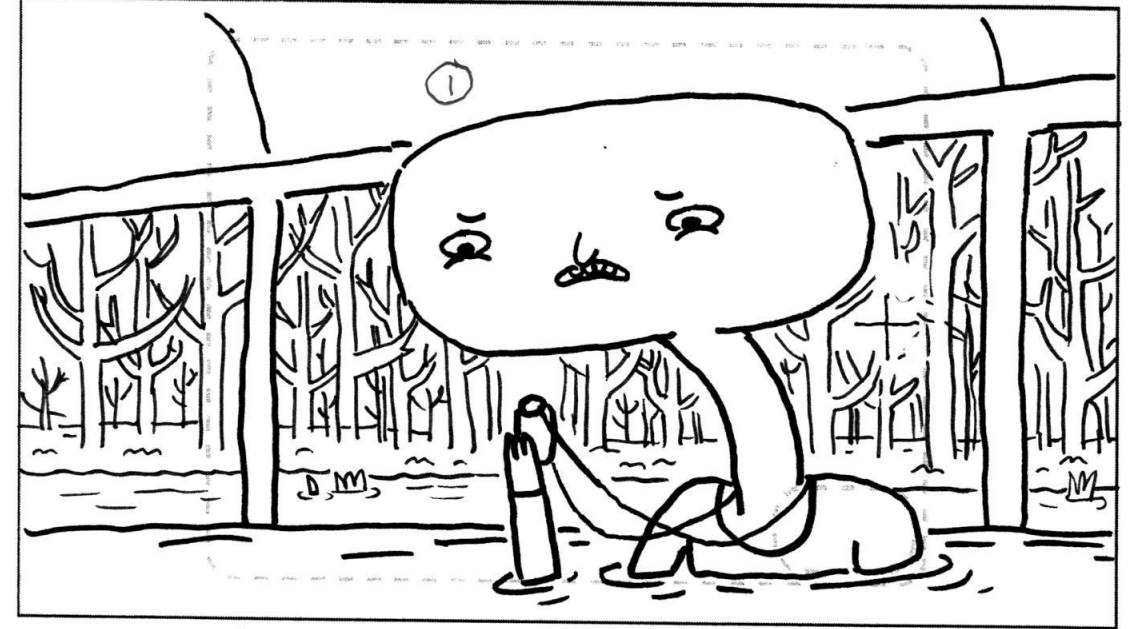


Ho
Cut

Sc. 184 Pnl. A Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog: RJ: MY "LAST RESORT" POSHE...
OBTAINED FROM A MAD YOGI
IN THE MYSTERY MOUNTAINS ...

RJ/ It's time to find out what it does.

Action:

Timing:



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1025/174

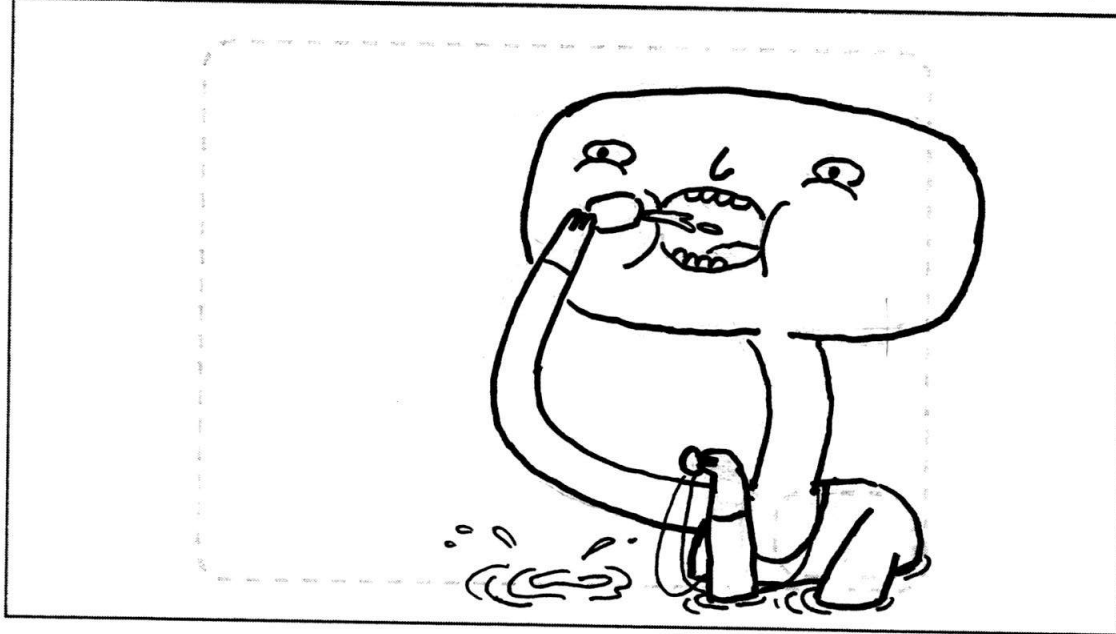
ADVENTURE TIME



Sc. **185 CONT** Pnl. B

Bg.

day night

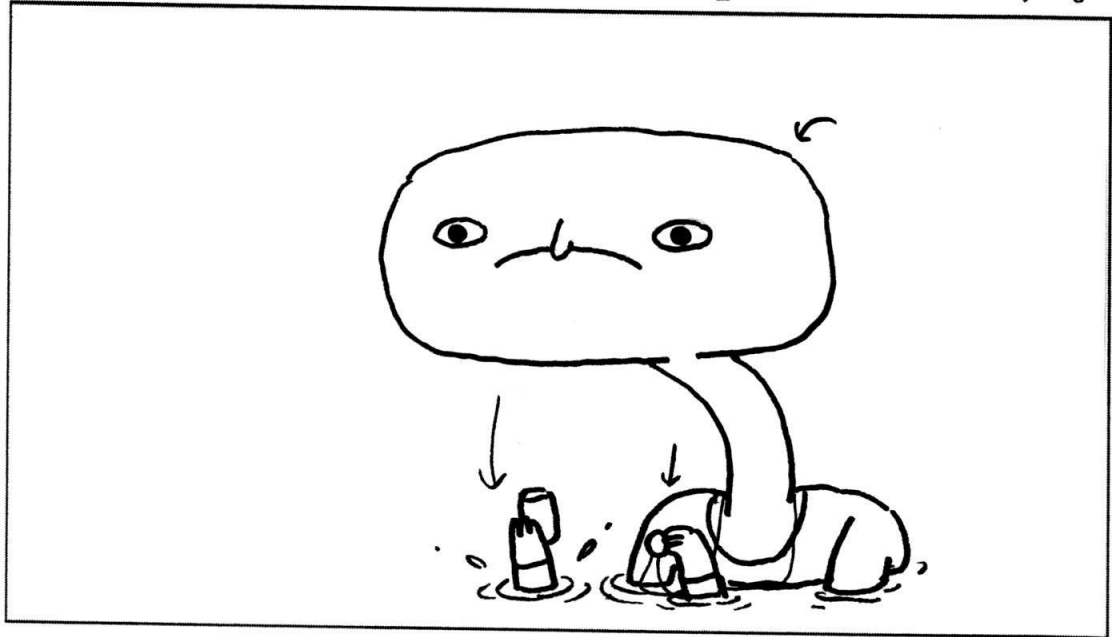


Sc.

185 CONT Pnl. C

Bg.

day night



Dialog:

RT: B - BAM!

< BEAT >

Action:

Timing:

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Production :

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1025/174

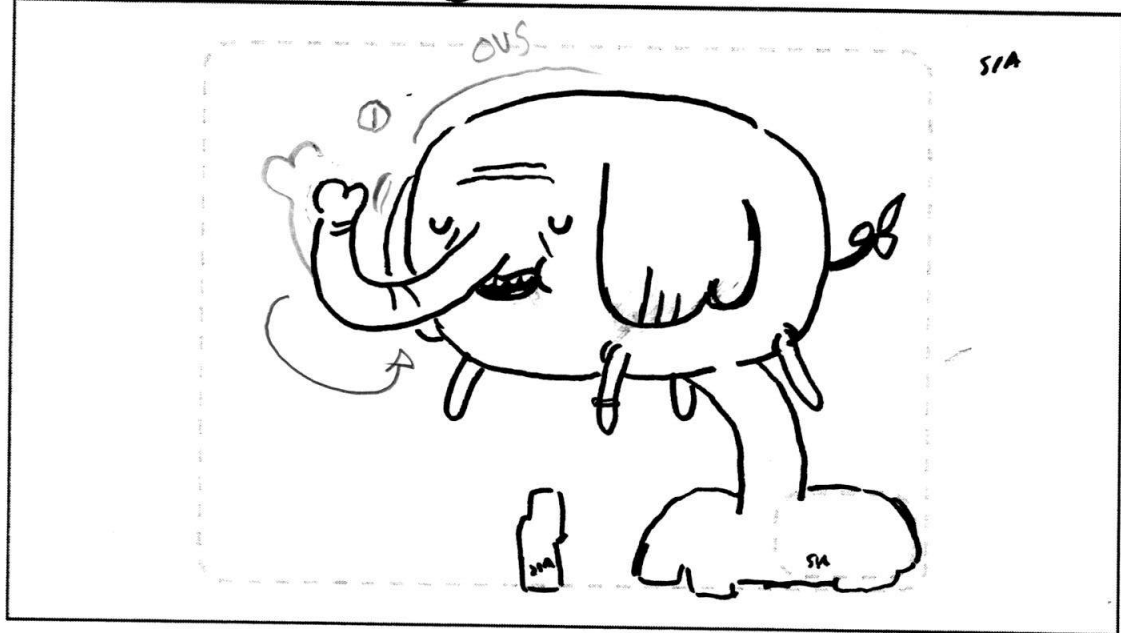
ADVENTURE TIME



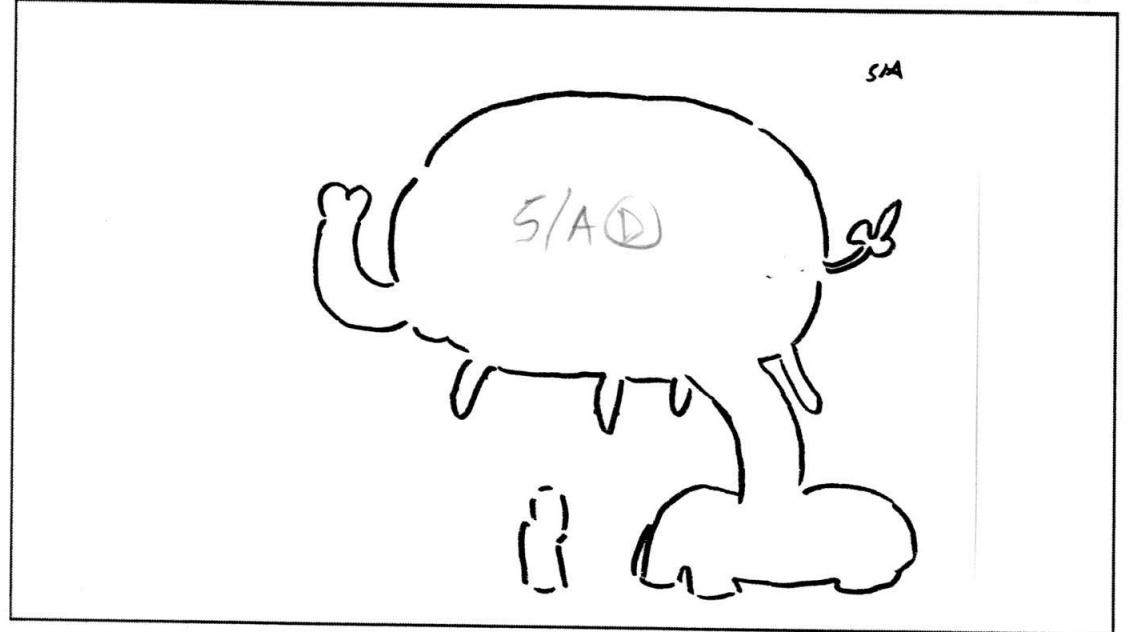
OUS
1/2
6x
advice
w/ HHO

Page 233

Sc. 185 **CONT** Pnl. **D** Bg. day night



Sc. 185 **CONT** Pnl. **E** Bg. day night



Dialog: SFX: POP
II: NICE AND SLOW...
II: GENTLY...
FEB 27 2014

Action:
-TT MAKES A SLOW CIRCULAR MOTION WITH HER TRUNK ① ② CCW ②
-ABD'S HEAD REPLACED BY TT.
① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺ ㊻ ㊼ ㊽ ㊾ ㊿

Timing:



-TT CONTINUOUSLY MAKES A SECOND CIRCULAR MOTION WITH HER TRUNK
-TT OPENS HER EYES HALFWAY



1025/174

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1025/174

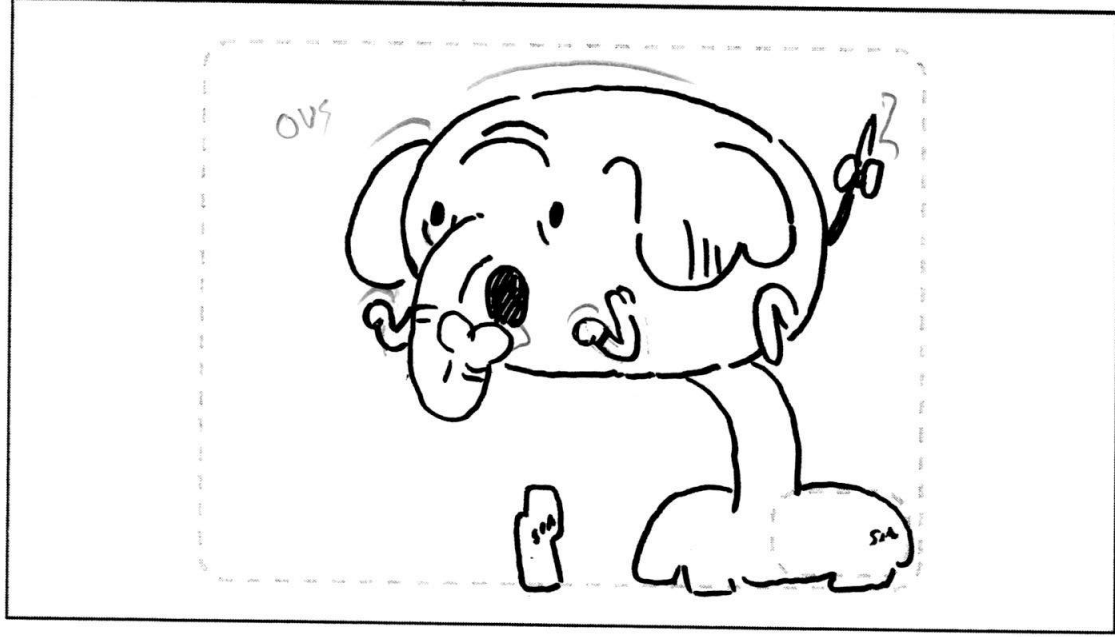
1025/174

ADVENTURE TIME

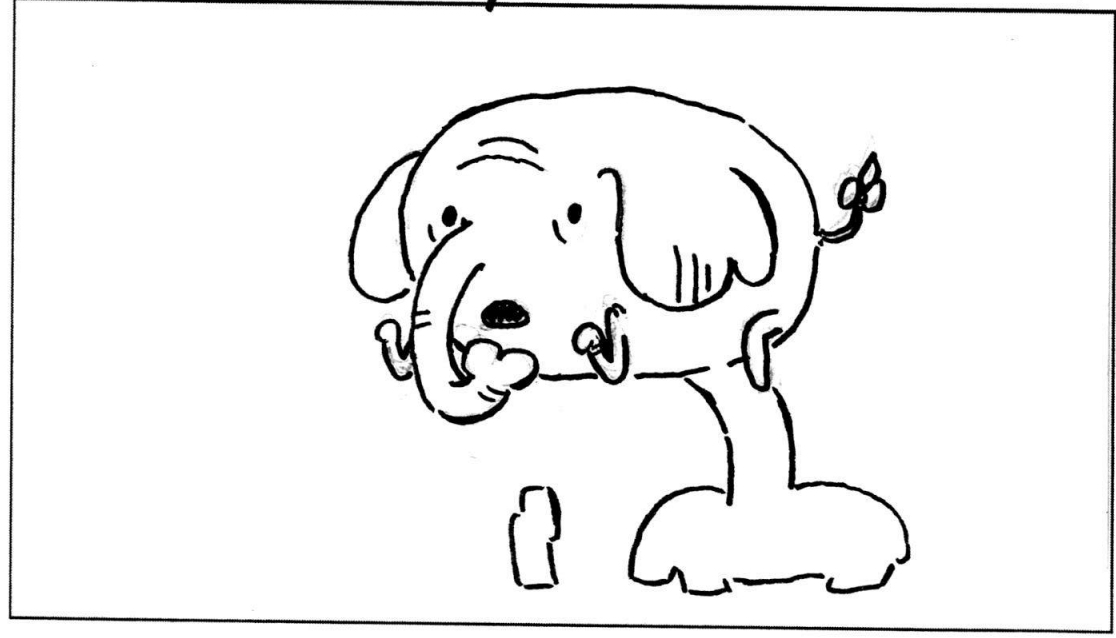


Page 234
day night

Sc. 185 cont Pnl. F Bg.



Sc. 185 cont Pnl. G Bg.



Dialog: II: OH!

Action: - TT'S EYES DART LEFT AND RIGHT

Timing:



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Cut

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Production :

1025/174

1025/174

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ADVENTURE TIME



Cut

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
186	A			

Cut

Dialog:	
Action:	
Timing:	

FEB 27 2014

EPISODE # 1025-174

Production :

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1025/174

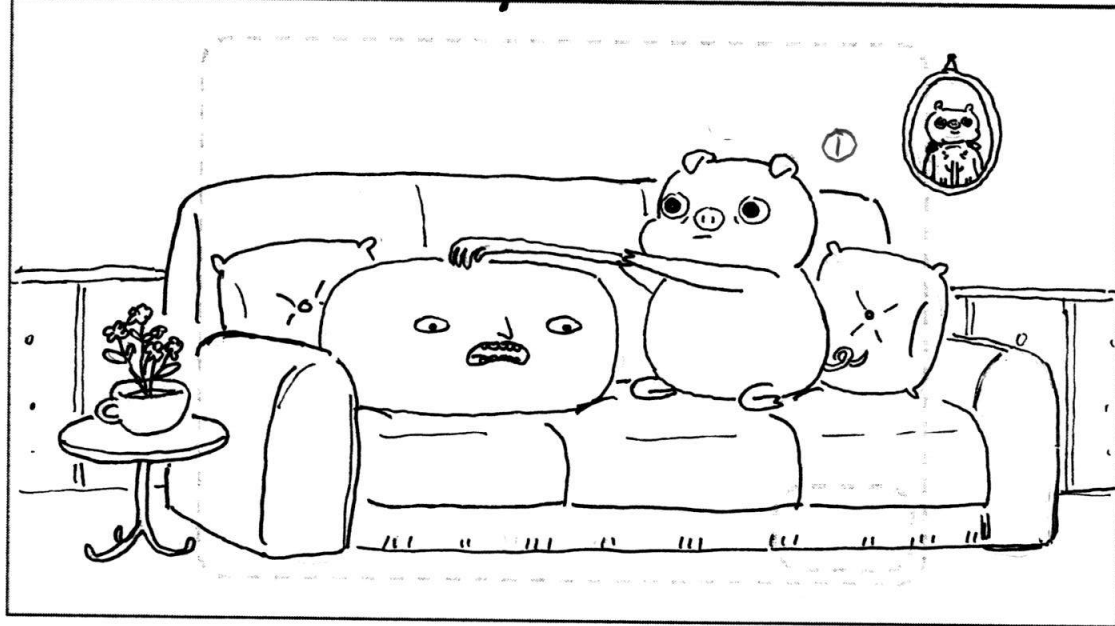
1025/174

ADVENTURE TIME

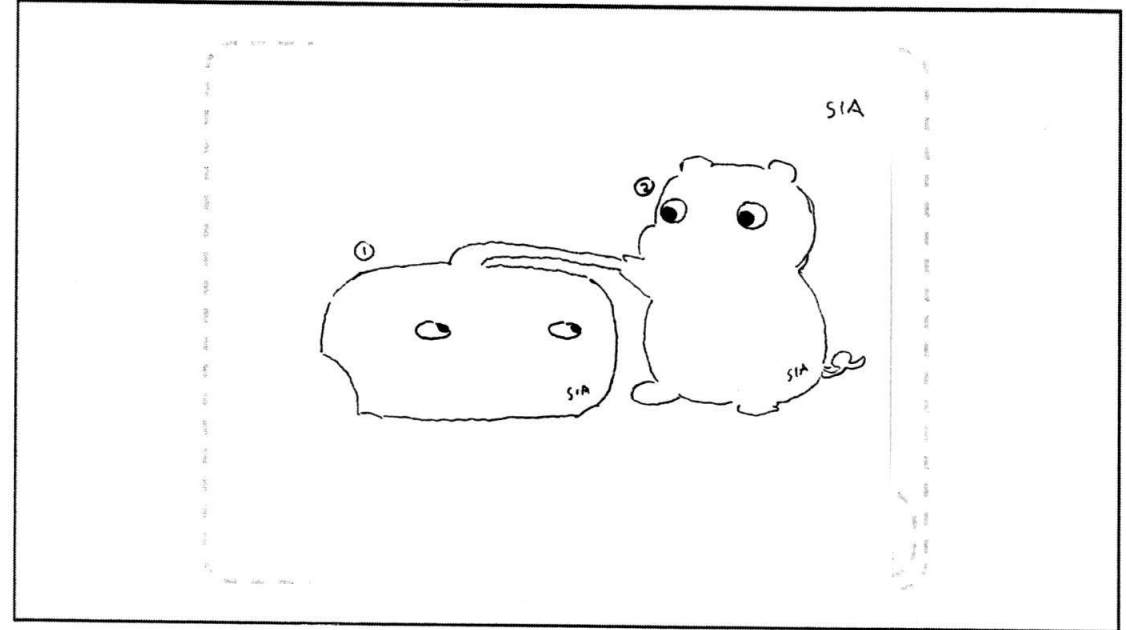


Page 230

Sc. 187 Pnl. A Bg. day night



Sc. 187 cont Pnl. B Bg. day night



Dialog:

RJ: [HEAVY BREATHING]

SFX: SKRTH-SKRCTCH.

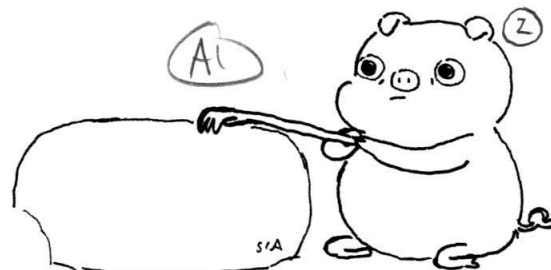
Action: -MP SCRATCHES RJ'S HEAD WITH A BACKSCRATCHER IN SLOW CIRCULAR MOTION

-RJ'S EYES DART AROUND

Timing: (A) (A1) (A2) (A3) (A4) (A5) (A6) (A7) (A8) (A9) (A10) (A11) (A12) (A13) (A14) (A15) (A16) (A17) (A18) (A19) (A20) (A21) (A22) (A23) (A24) (A25) (A26) (A27) (A28) (A29) (A30) (A31) (A32) (A33) (A34) (A35) (A36) (A37) (A38) (A39) (A40) (A41) (A42) (A43) (A44) (A45) (A46) (A47) (A48) (A49) (A50) (A51) (A52) (A53) (A54) (A55) (A56) (A57) (A58) (A59) (A60) (A61) (A62) (A63) (A64) (A65) (A66) (A67) (A68) (A69) (A70) (A71) (A72) (A73) (A74) (A75) (A76) (A77) (A78) (A79) (A80) (A81) (A82) (A83) (A84) (A85) (A86) (A87) (A88) (A89) (A90) (A91) (A92) (A93) (A94) (A95) (A96) (A97) (A98) (A99) (A100)

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ADVENTURE TIME



NO SC's
188-189

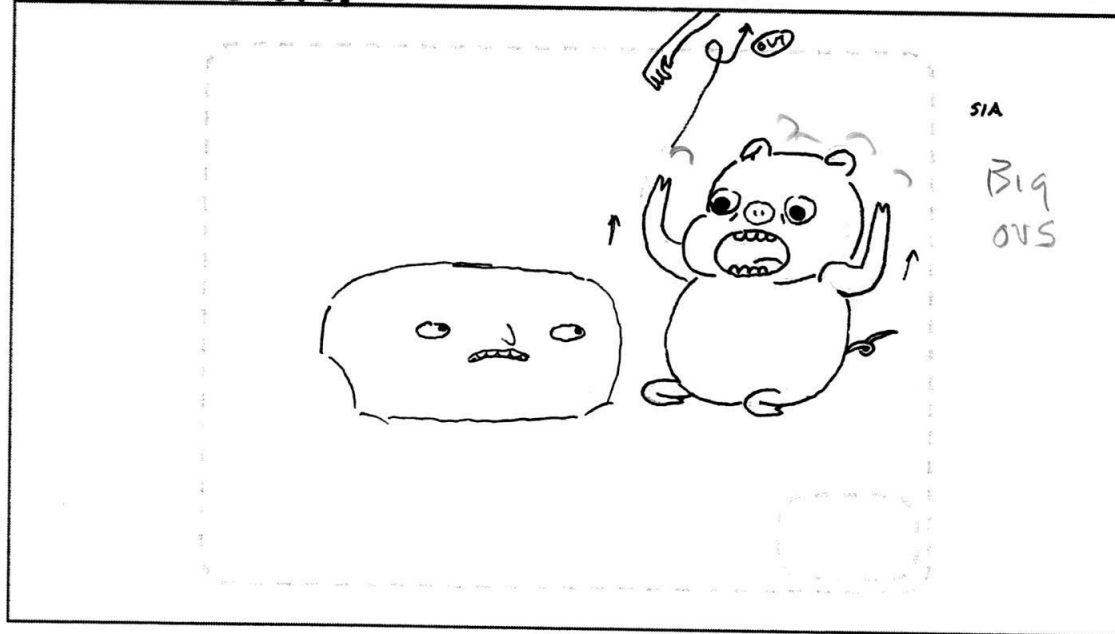
Page **237**
NO PG 238
day night

cut

Sc. **187 CONT** Pnl. **C**

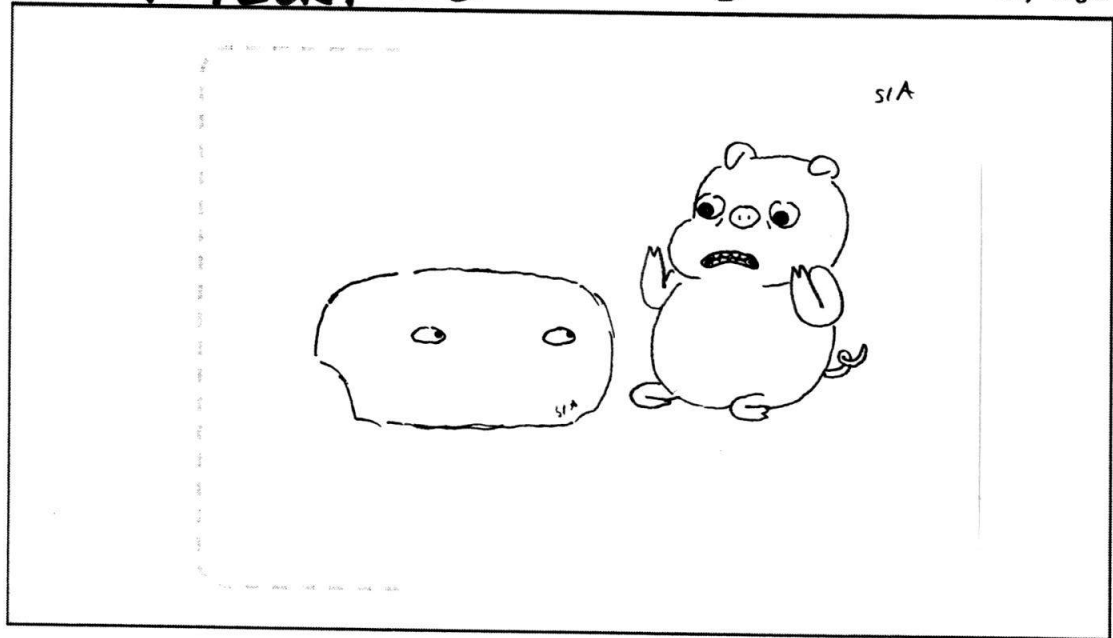
Bg.

day night



Sc. **187 CONT** Pnl. **D**

Bg.



Dialog:

MP: [GASP]

SFX: (^{OFFS}) BACKSCRATCHER HITTING THE FLOOR

Action:

- MP THROWS UP HIS ARMS IN SURPRISE
- BACKSCRATCHER FLIES OFF/S

Timing:

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Production :

1025/174

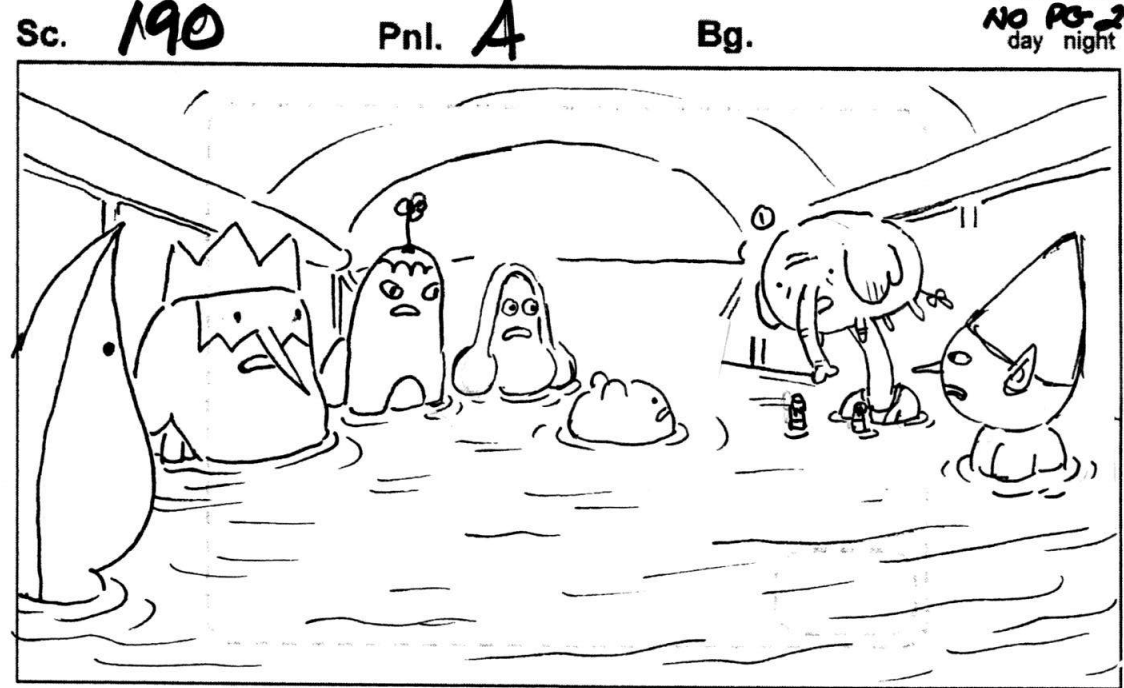
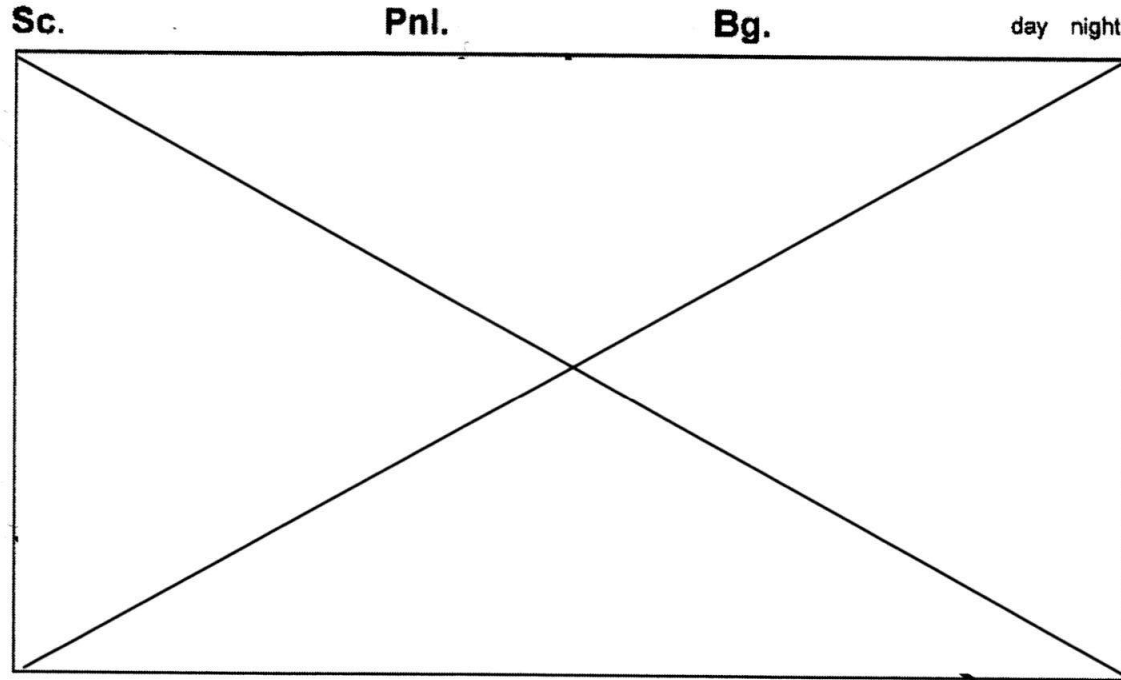
ADVENTURE TIME



Cut

NO SC
191


Page **239**
NO PG-240
day night



tu
cut

EPISODE # 1025-174

1025/174

Dialog:	TT: WHOOAAA...
Action:	- TT SWAYS SIDE TO SIDE ①, ②, ①
Timing:	

FEB 27 2014

Production :

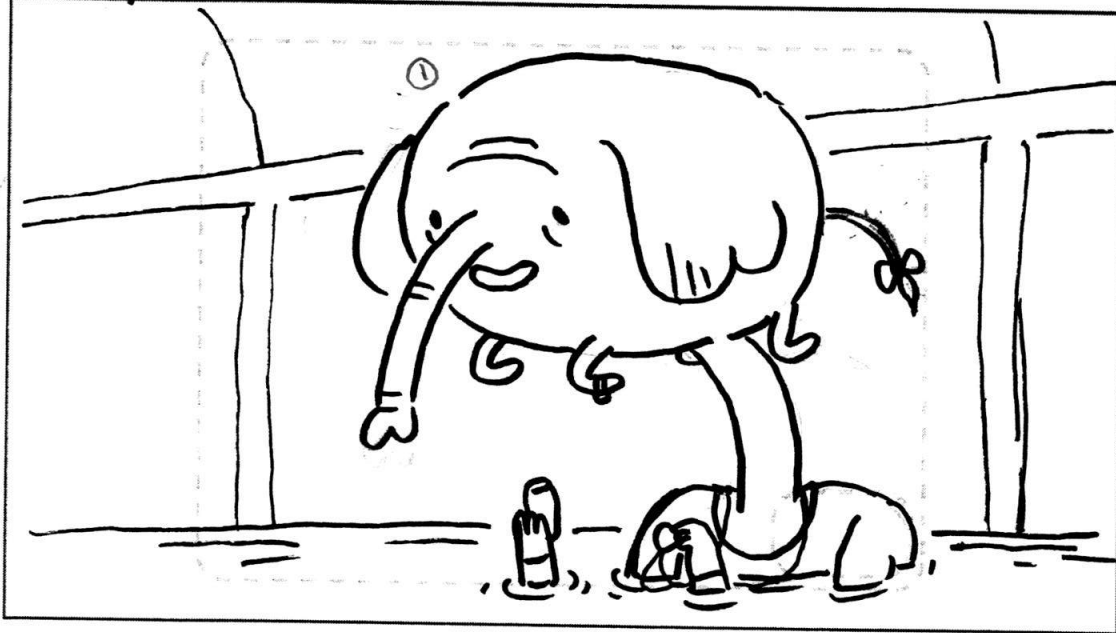
1025/174

ADVENTURE TIME

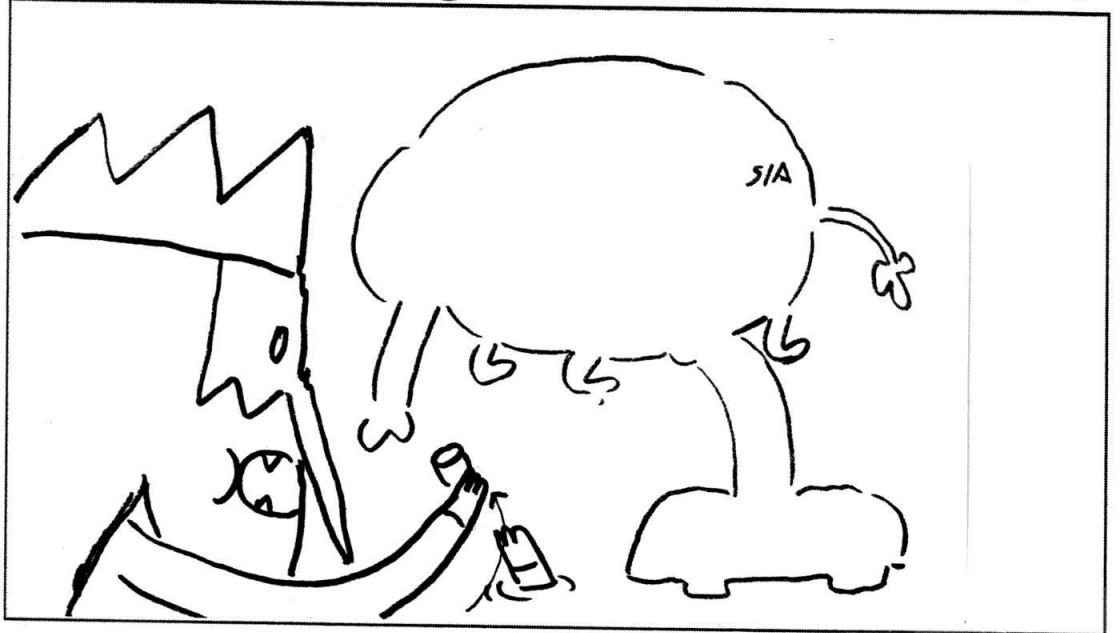


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Sc. 192 Pnl. A Bg. day night



Sc. 192 CONT Pnl. B Bg. day night



Dialog: TT: I'M FLYING...

Action: - RJ'S NECK BENDS UP AND DOWN
- TT PRETENDS TO FLY LIKE DUMBO

Timing: 1 2 1 2 1



IK: YOINK

- IK SWOOPS IN AND SNATCHES THE POTION FROM RJ'S HAND

- TT STOPS "FLYING"



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Production :

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ADVENTURE TIME



Sc.

192 *cont*

Pnl.

C

Bg.

day night

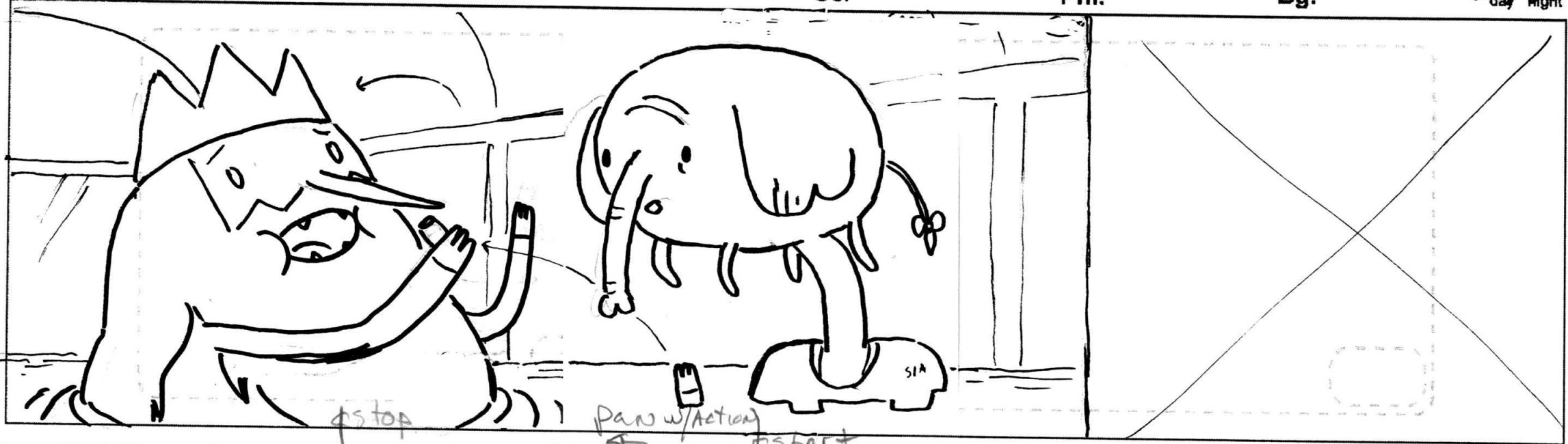
Sc.

Pnl.

Bg.

Page 242

242A NEXT



Dialog:

IK: TAKE MY HEAD AWAY FROM HERE, BABY!

Action:

- A05 w/ IK

Timing:

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1025/174

Production :

1025/174

1025/174

ADVENTURE TIME



He cut

Page 242 A

243 NEXT

Sc. 192 cont Pnl. D

Bg.

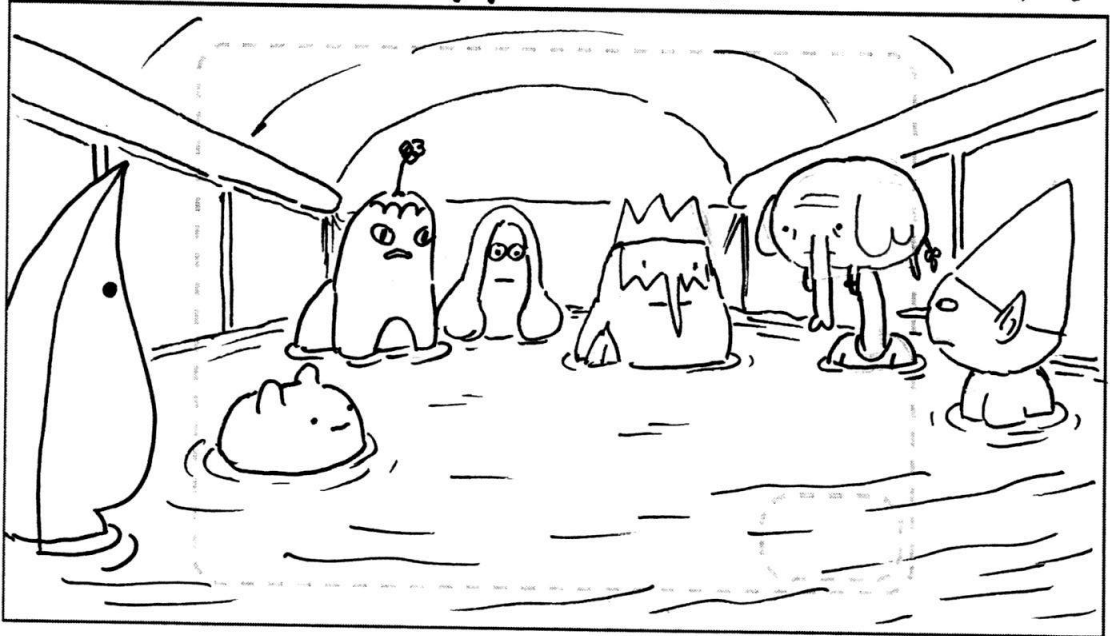
day night



Sc. 193

Pnl. A

Bg.



Dialog:

IK: (SUCKING SOUND)

SFX: SMALL SPLASH

Action: -IK SUCKS UP LAST DROP OF POTION
- DROPS HIS ARMS/THROWS DOWN BOTTLE

Timing:



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1025/174

Production :

1025/174

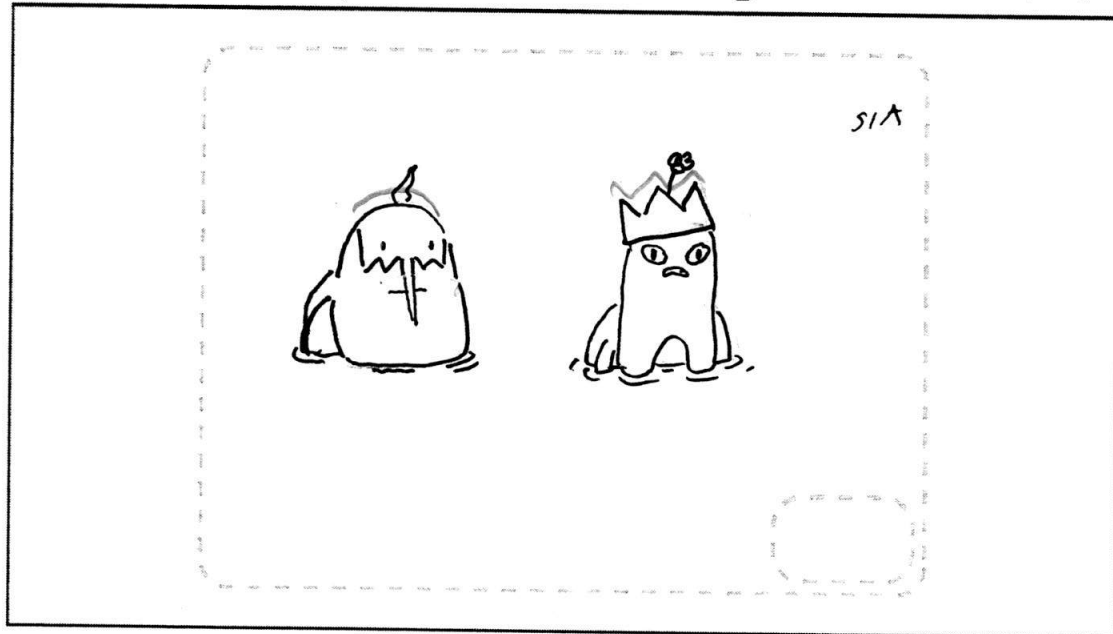
1025/174

ADVENTURE TIME

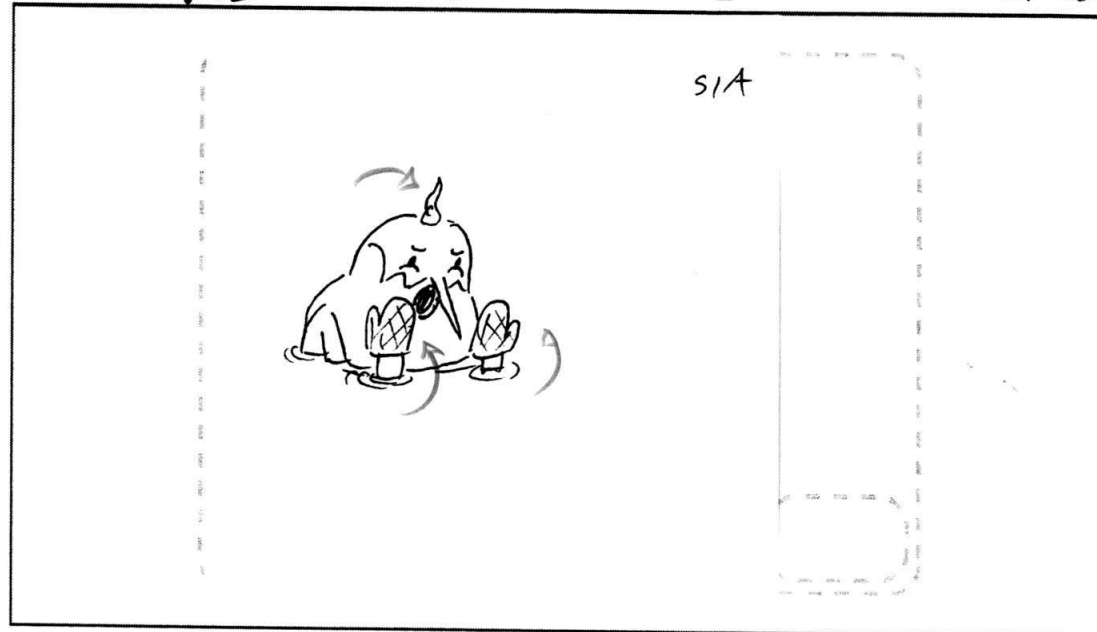


Page 243

Sc. 193 cont Pnl. B Bg. day night



Sc. 193 cont Pnl. C Bg. day night



Dialog:	<u>SFX</u> : : POP :	<u>IK</u> : NO !
Action:	- IK + LGM'S HEADS SUDDENLY SWAP	
Timing:	FEB 27 2014	

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1025/174

Production :

1025/174

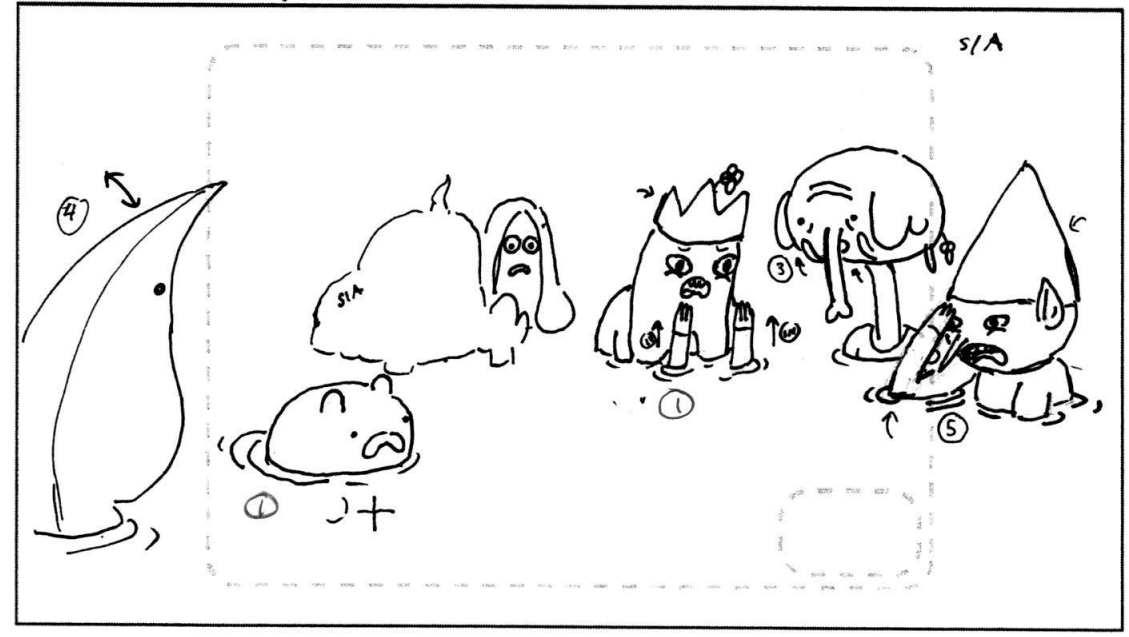
ADVENTURE TIME



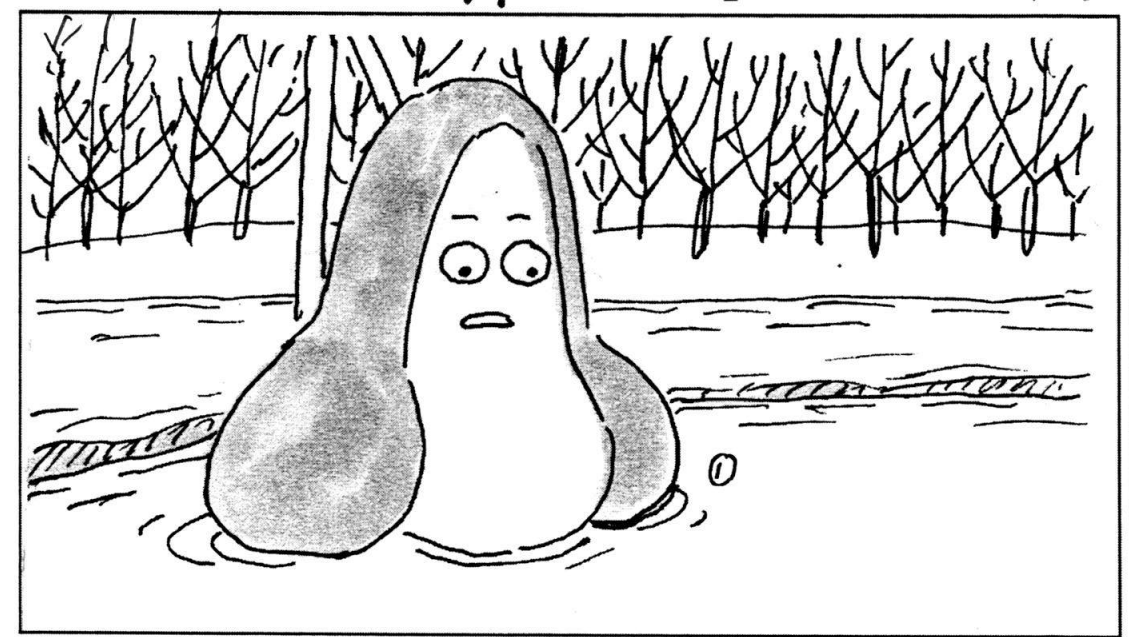
Hu
cut

Page 244

Sc. 193 *CONT* Pnl. D Bg. day night



Sc. 194 Pnl. A Bg. day night





Dialog:

ALL: [PANICKED WALLA]
(EXCEPT ABD)

Action: - EVERYONE (EXCEPT ABD)
PANICKES FOR A BEAT

Timing:

ABD: MAYBE THIS IS A
TEST FROM →

1025-174

EPISODE #

1025/174

1025/174

1025/174

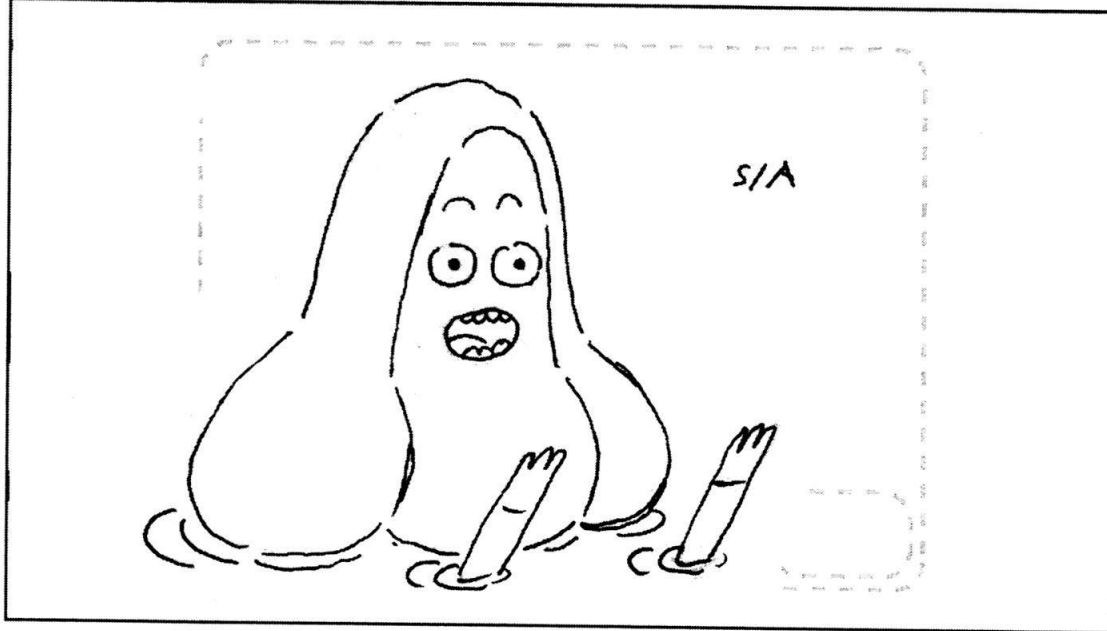
ADVENTURE TIME



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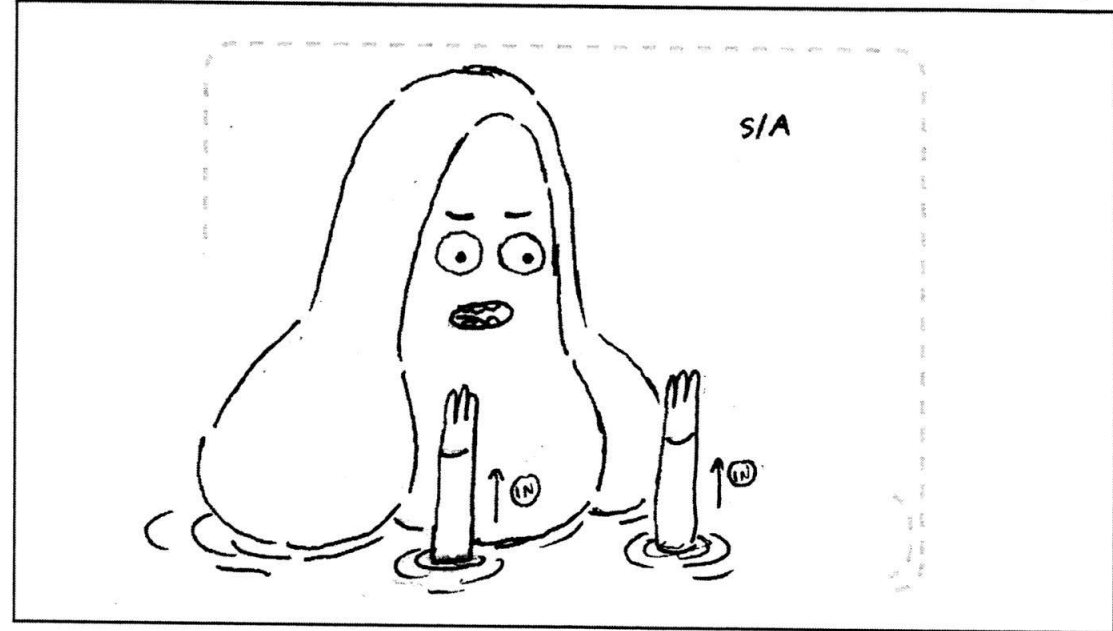
Sc. 194 cont Pnl. B Bg.

day night



Sc. 194 cont Pnl. C Bg.

day night



Dialog:

ABD: DESTINY, GUYS!

ABD: MAYBE IF WE ALL
JUST SURRENDER TO THESE EVENTS ...

Action:

Timing:

FEB 27 2014

Production :

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1025/174

1025/174

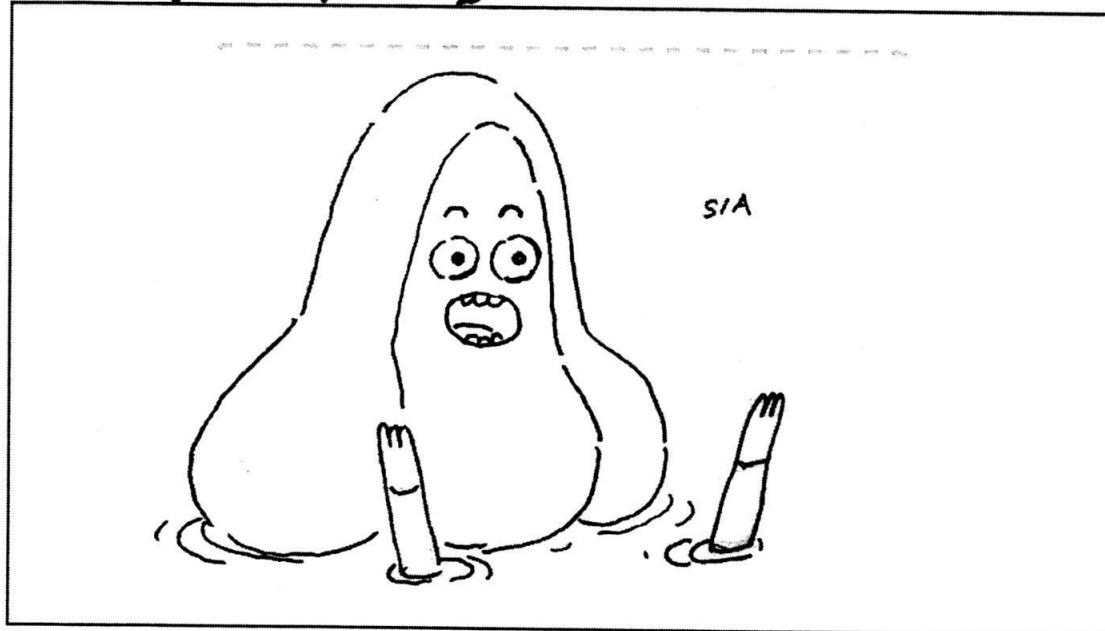
1025/174

ADVENTURE TIME

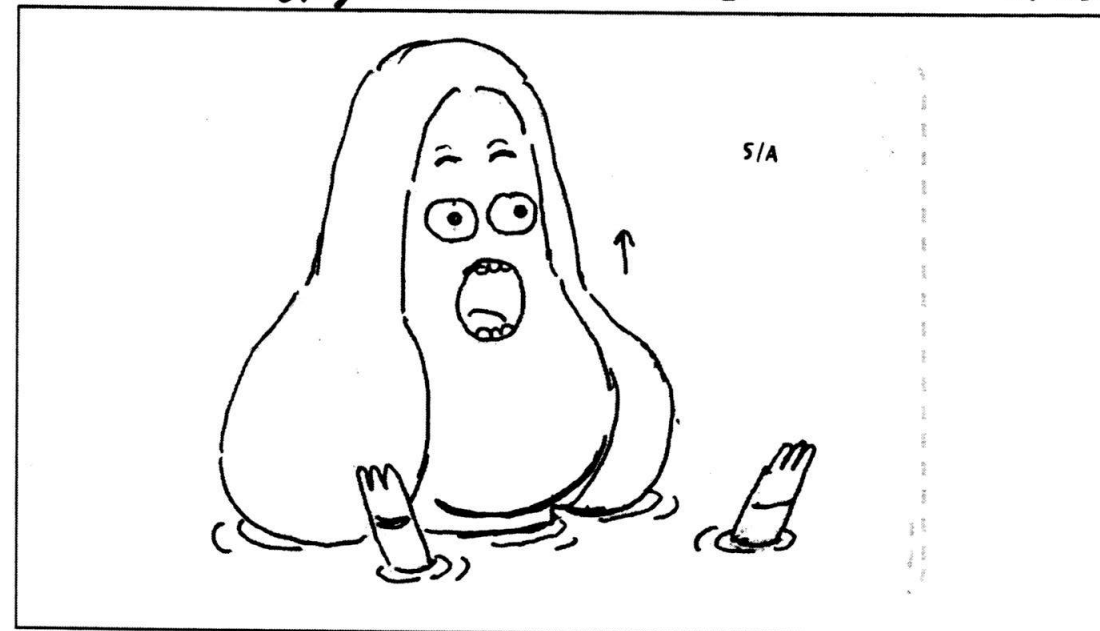


Page 246

Sc. 194 CONT Pnl. D Bg. day night



Sc. 194 CONT Pnl. E Bg. day night



Dialog:	<p><u>ABD</u>: THE ANSWER WILL REVEAL ITSELF!</p>
Action:	<p><u>ABD</u>: [SLOW INHALE]</p> <p>- ABD INHALES SLOWLY</p> <p>FEB 27 2014</p>
Timing:	

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Production :

1025/174

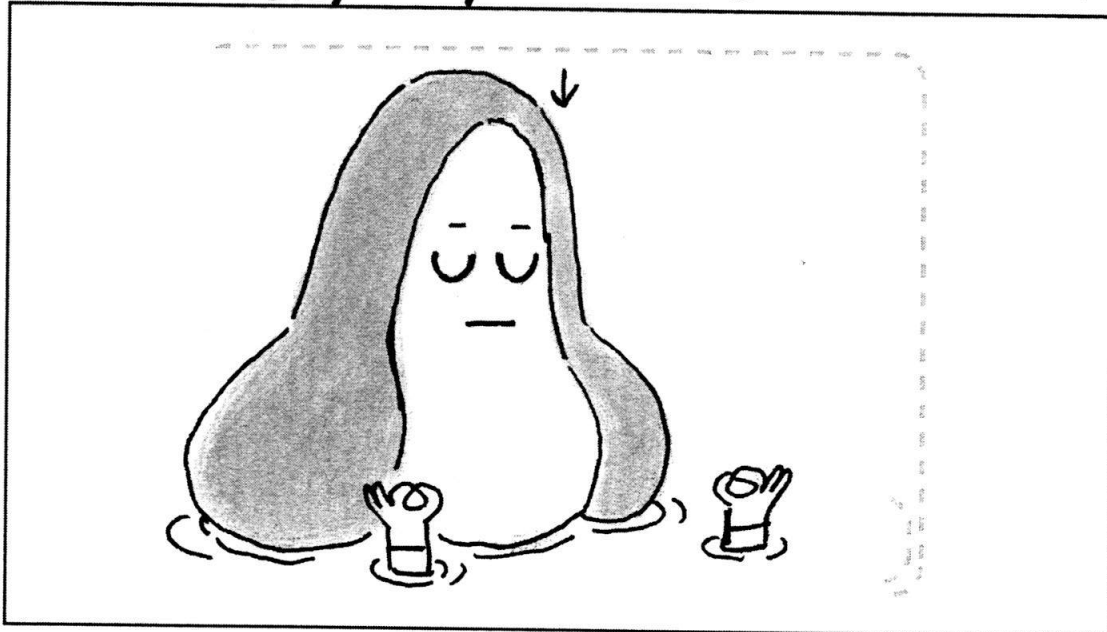
ADVENTURE TIME



Sc. 194 CONT Pnl. F

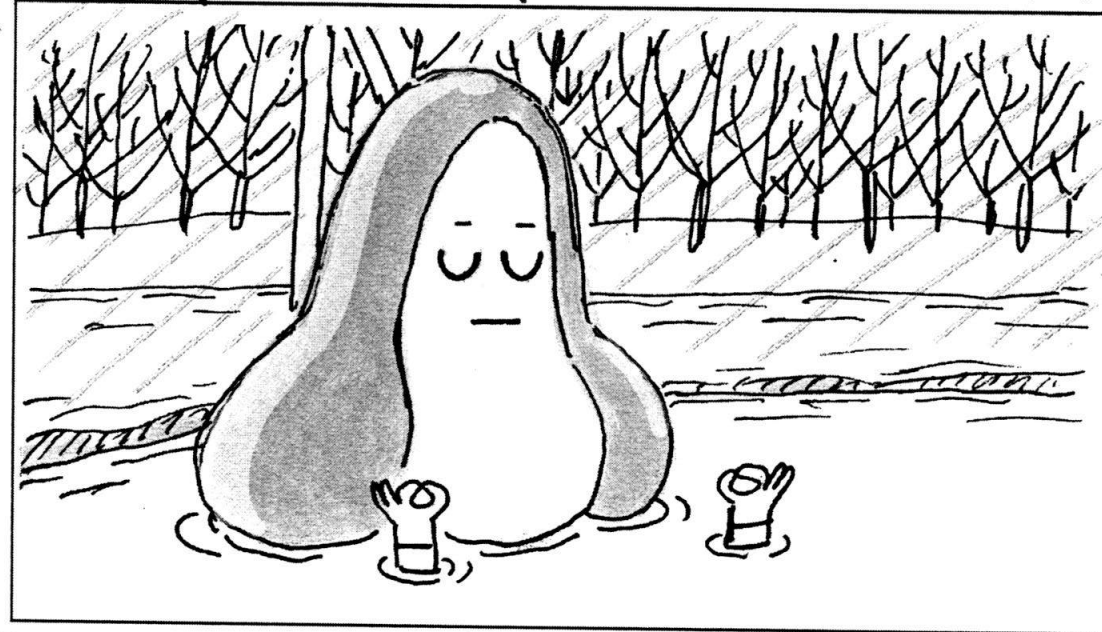
Bg.

day night



Sc. 194 CONT Pnl. G

Bg.



Page 247
NO PG 248
day night

Dialog:

ABD: [LONG EXHALE THROUGH NOSE]

SFX: BWOW~

Action:

- EXHALES SLOWLY

- BLUE GLOW WASHES OVER WINDOWS

then Cam. shake slow grow

Timing:

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ADVENTURE TIME



the cut

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Sc.

194 *cont*

Pnl.

H

Bg.

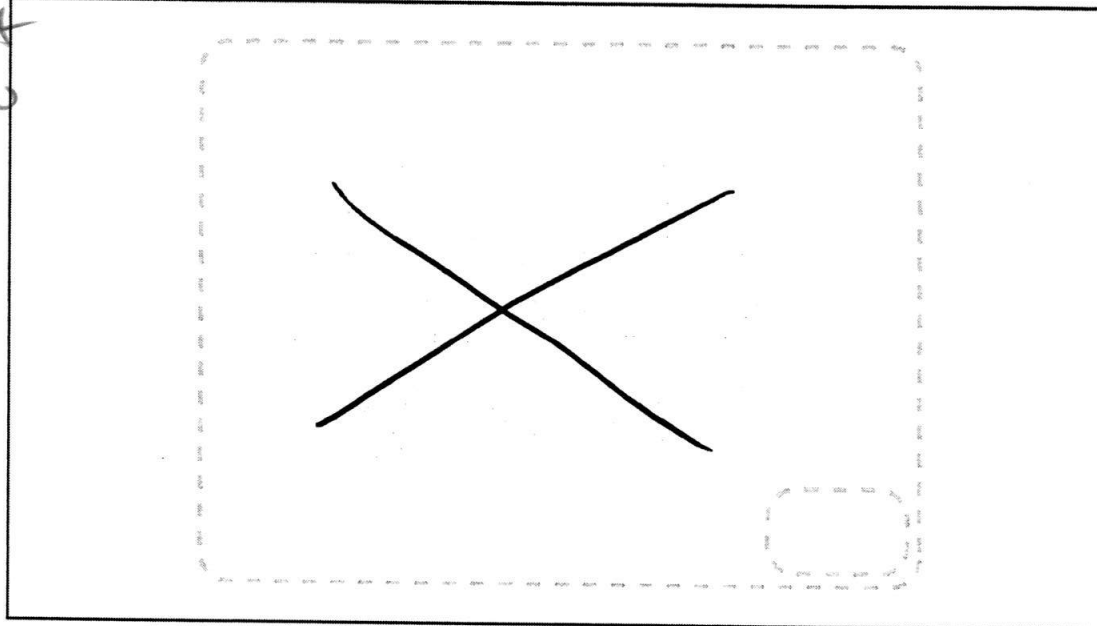
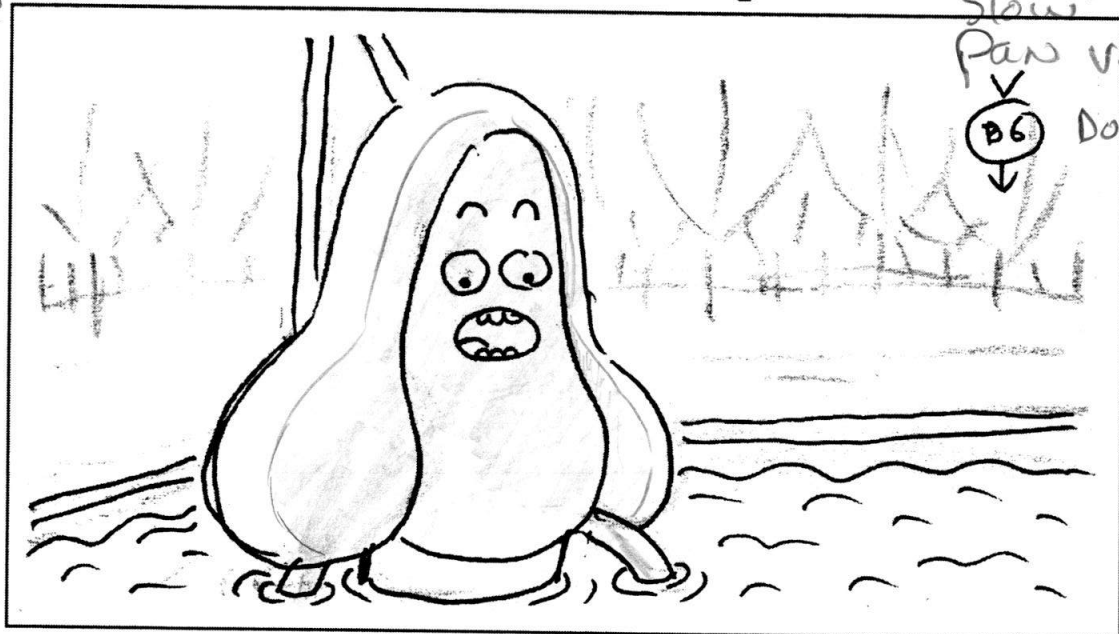
day night

Sc.

Pnl.

Bg.

day night



Dialog:

ABD : WHOA ...

Action:

- WATER LEVEL LOWERS INSIDE BUS
- BG OUTSIDE WINDOW PANS DOWN SLIGHTLY

Timing:

FEB 27 2014

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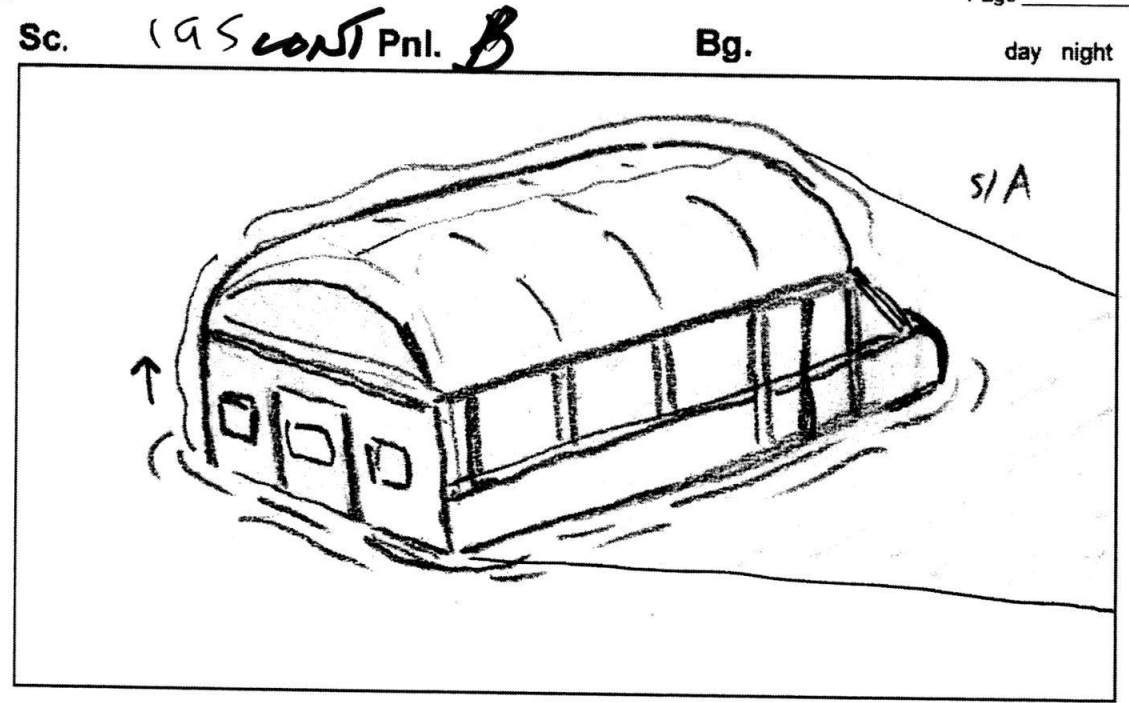
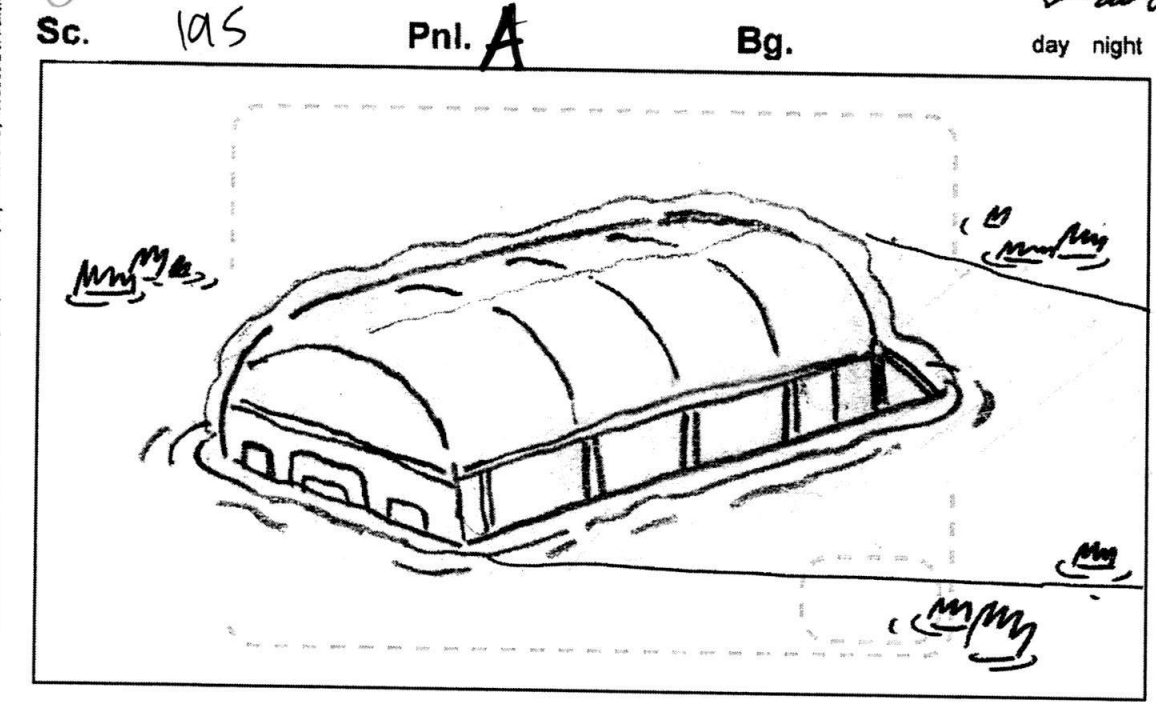
Production :

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ADVENTURE TIME



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<p>Dialog:</p> <p>SFX: *BWOW- WOW - WOW*</p> <p>SFX: * RUMBLING *</p>	
<p>Action:</p> <p>- BUS IN ENVELOPED BY MAGIC BEAM</p>	<p>- BUS STARTS RISING OUT OF WATER</p>
<p>Timing:</p>	

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ADVENTURE TIME



Page 251

Sc.

196

Pnl. A

Bg.

day night

Sc.

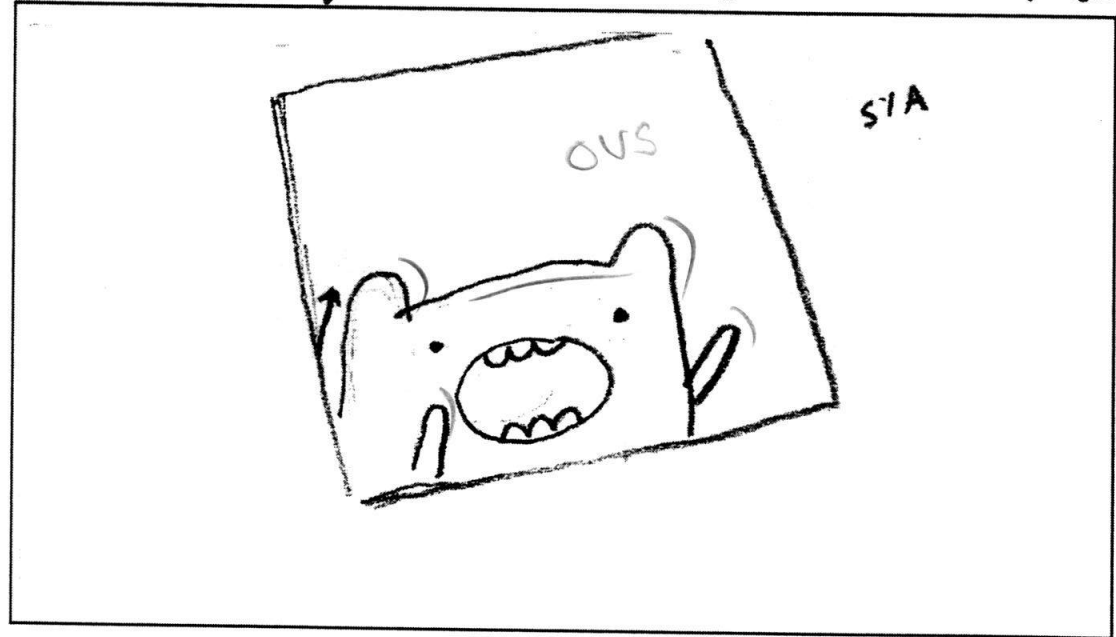
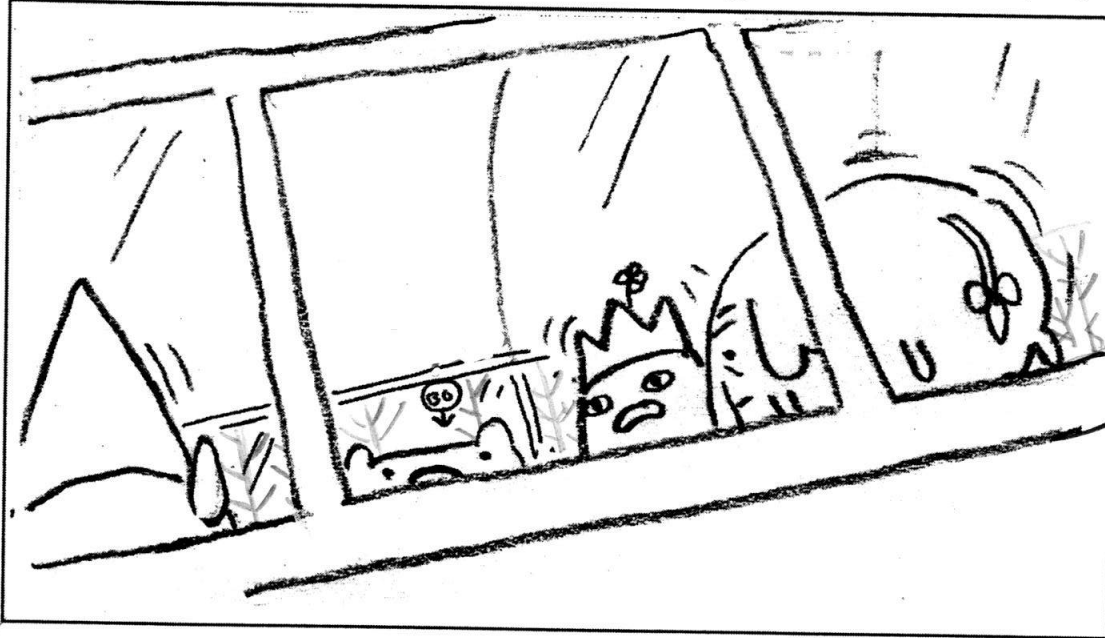
196

cont

Pnl. B

Bg.

day night



Dialog:

LD: WHU? --

LD: KEY IT'S
GIUSEPPE!

Action:

- CAMERA UNSTEADY
- BG IN WINDOW PANNING DOWN

- LD JUMPS TO THE WINDOW

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Timing:

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1025/174

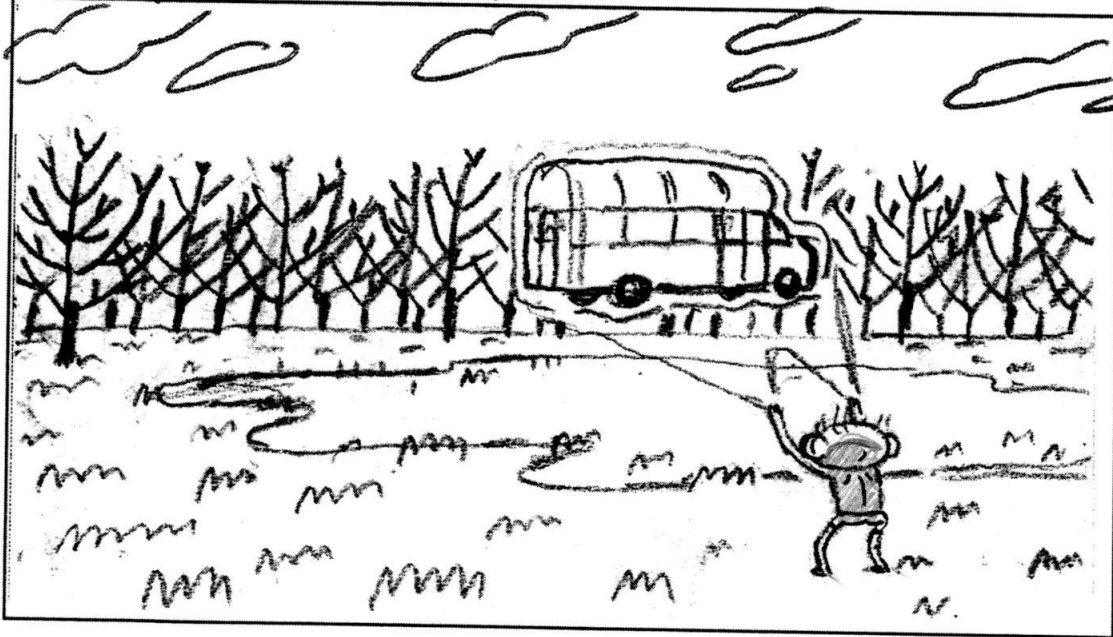
1025/174

Ho
Cut

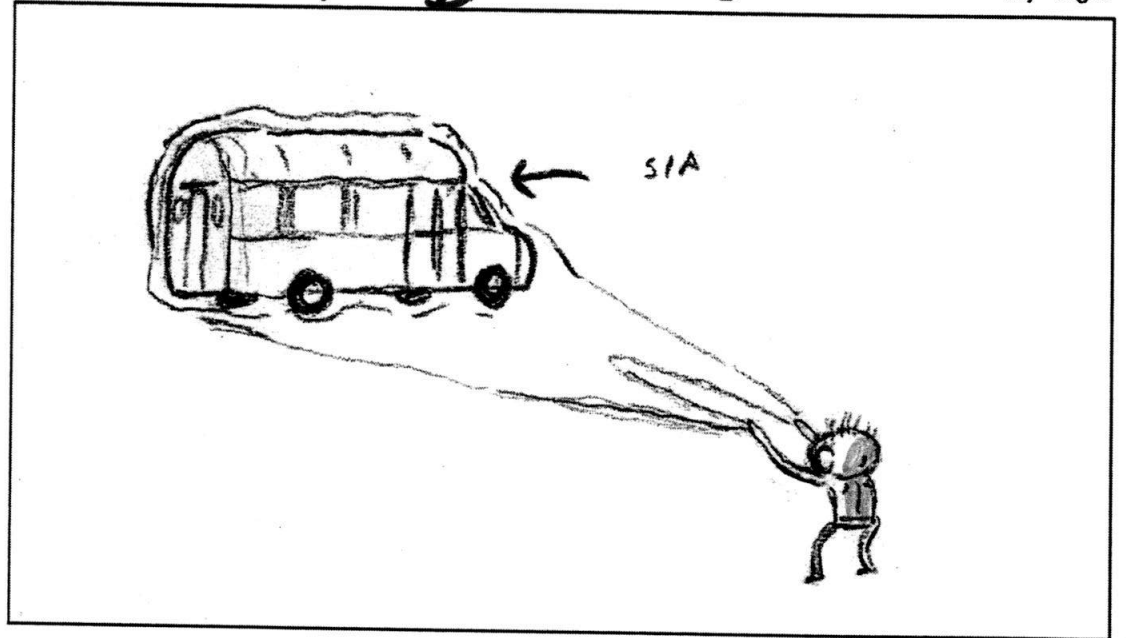
ADVENTURE TIME



Sc. **197** Pnl. **A** Bg. day night



Sc. **197 cont** Pnl. **B** Bg. day night



Ho
Cut

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EPISODE #

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Dialog:
Action:
Timing:

- G GUIDES BUS AWAY FROM BOG

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Production :

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Ho
Cut

ADVENTURE TIME



Sc.

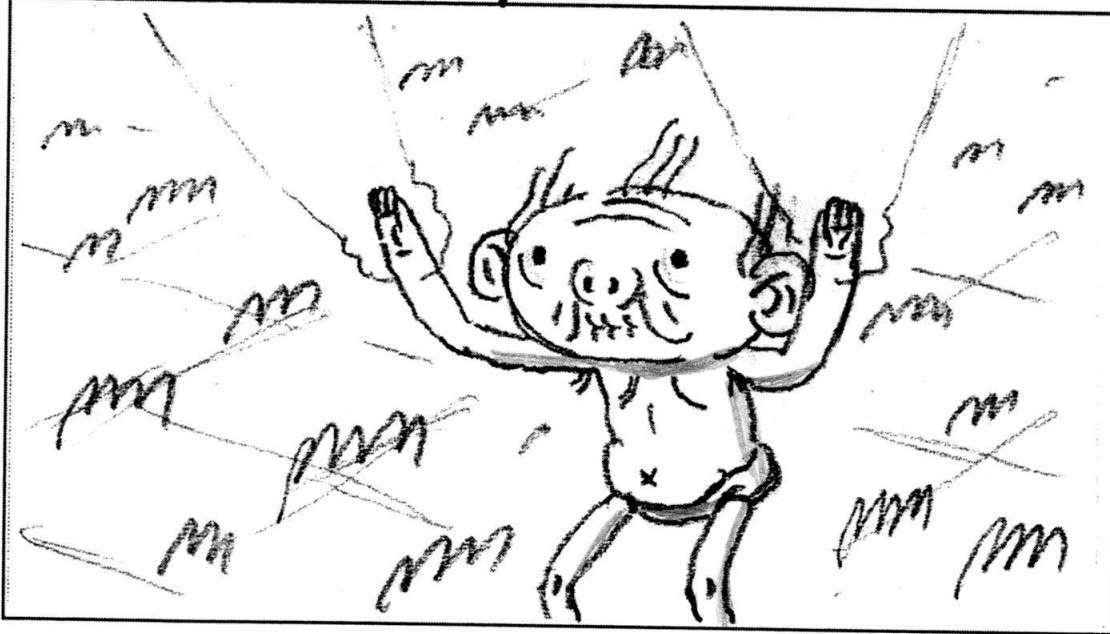
198

Pnl.

A

Bg.

day night



Sc.

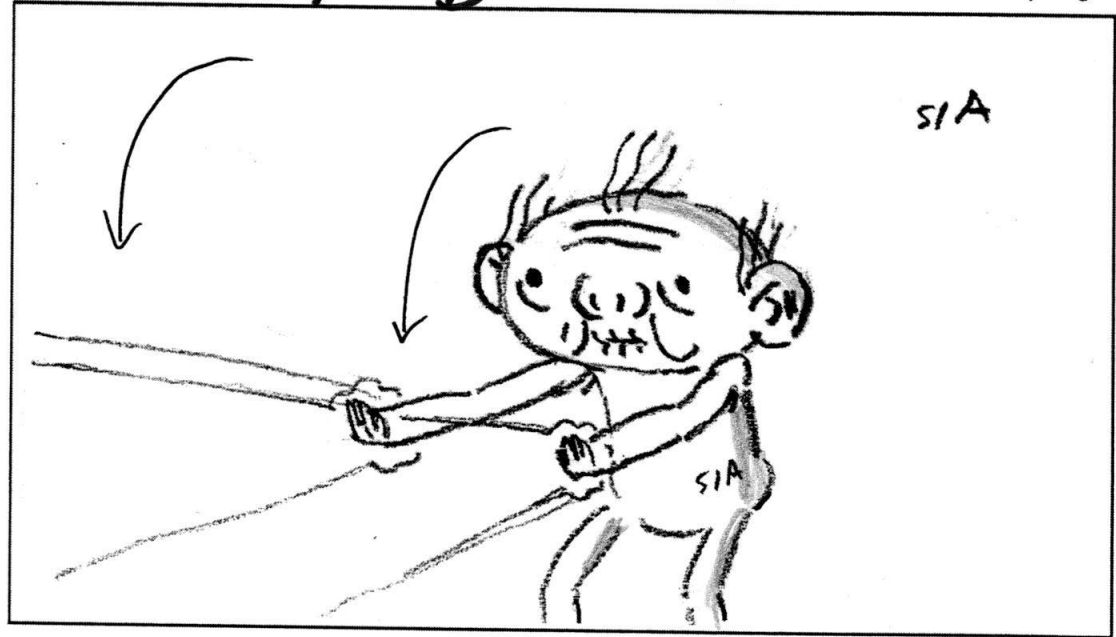
198

CONT Pnl. B

Bg.

day night

Page 253



Dialog:

Action:

- G LOWERS HIS ARMS STEADILY

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Timing:

Ho
Cut

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EPISODE #

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Production :

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Ho
Cut

ADVENTURE TIME



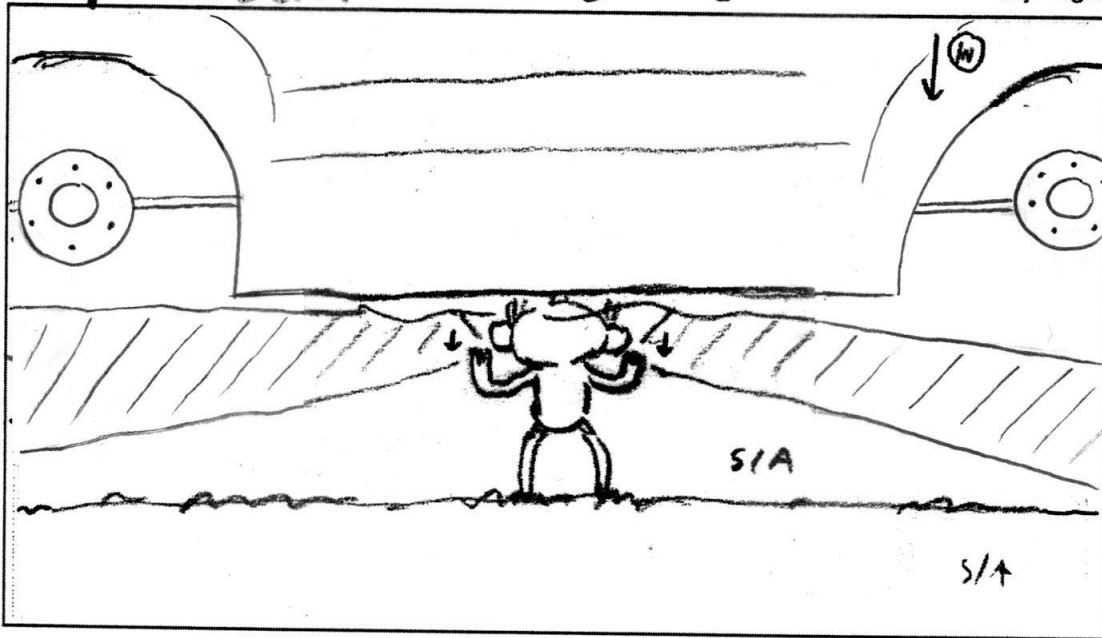
Ho
Cut

Sc. 198A Pnl. A Bg. day night



Sc. 198A CONT Pnl. B Bg. day night

Page 254
No PO-255



Dialog:
Action: - G LOWERS HIS ARMS MORE - BUS COMES DOWN INTO VIEW IN FOREGROUND
Timing:

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1025/174

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ADVENTURE TIME



Hu
Cut

REVISED
3/18/14

04/07/14

Page **256**

Sc. **198A CONT** Pnl. **C** Bg. day night



Sc. **199** Pnl. **A** Bg. day night



Dialog:

SEY : THUD

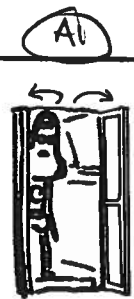
Action:

- BUS LOWERS, LANDS ON GROUND

- BUS DOOR OPENS

FEB 27 2014

Timing:



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Production :

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ADVENTURE TIME



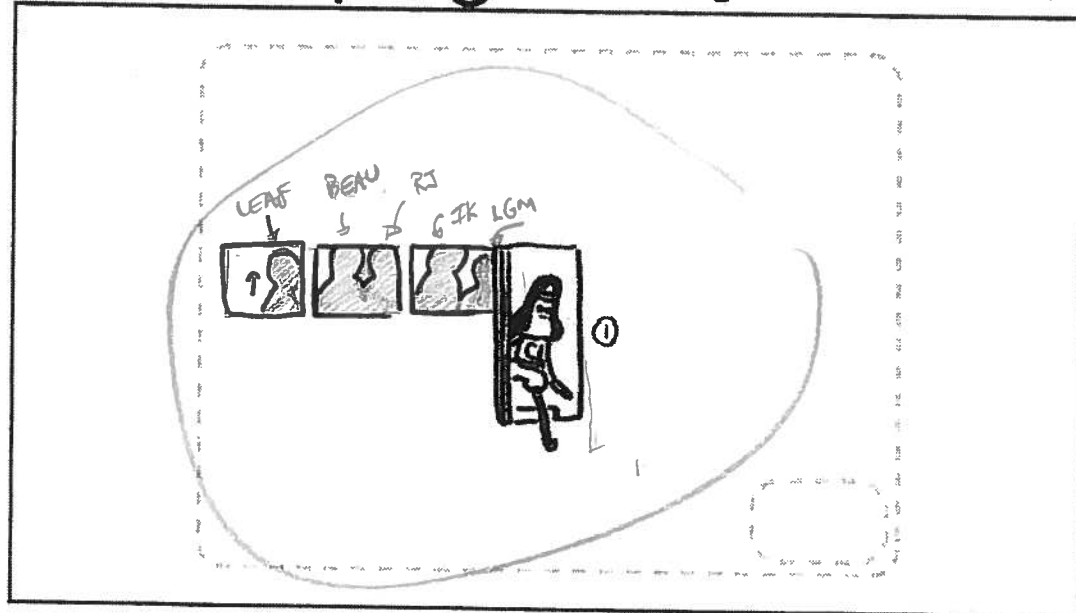
REVISED
04/07/14

Page 257

Sc. 199 cont Pnl. B

Bg.

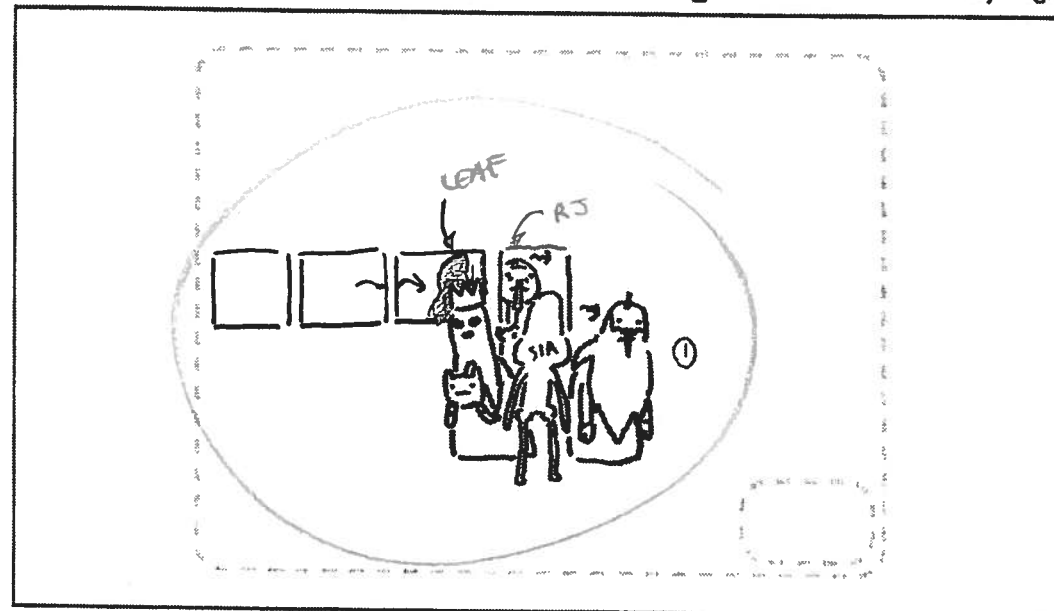
day night



Sc. 199 cont Pnl. C

Bg.

day night



Dialog:

- ABD STEPS OUT OF BUS FOLLOWED BY IK, THEN LGM

Action:



Timing:

- TT(RJ'S BODY) AND BEAU FOLLOW



Production :

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1025/174

1025/174

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ADVENTURE TIME



HV
cut

REVISED
09/09/14

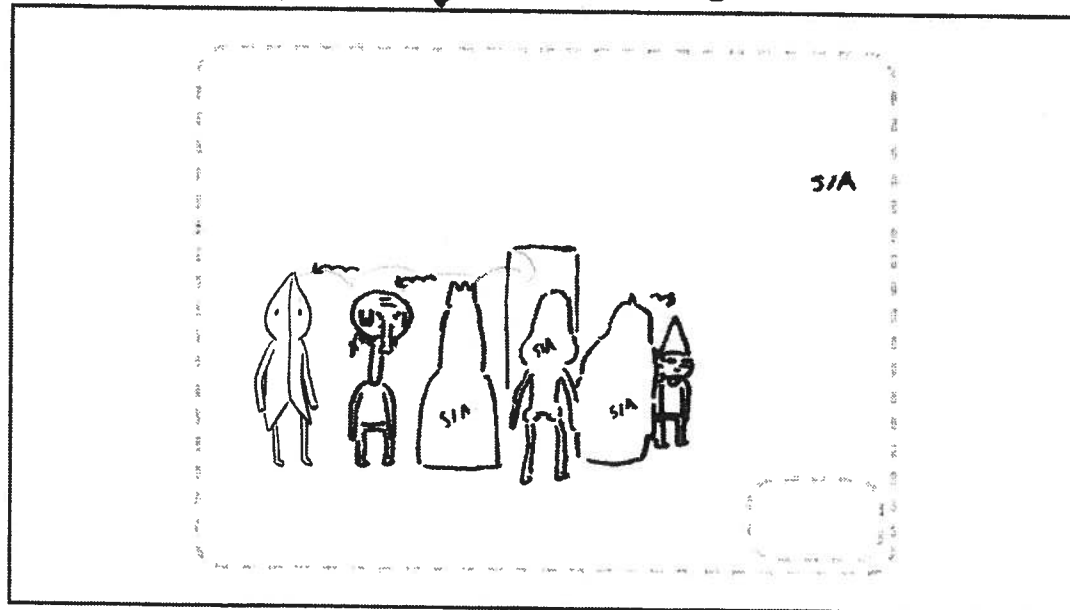
Page 248

Sc.

199 cont Pnl. D

Bg.

day night



Sc.

200

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

IK: GIUSEPPE ... HOW HAVE
YOU DONE THIS ...

AI

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ADVENTURE TIME



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Sc. 201

Pnl. **A**

Bg.

day night

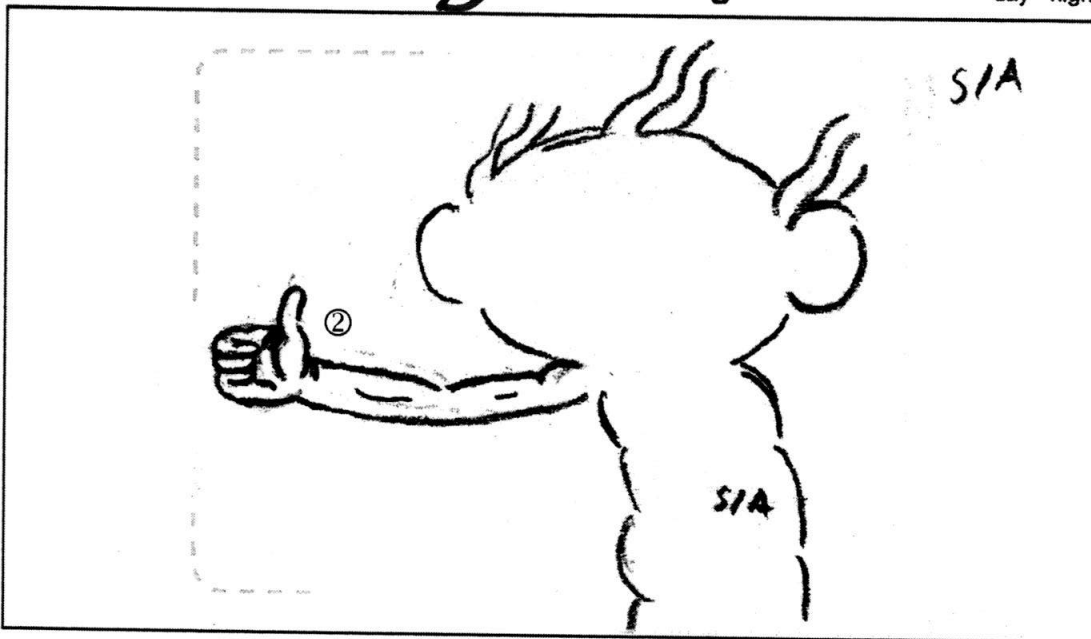


Sc. 201 *cont*

Pnl. **B**

Bg.

day night



Dialog:

SFX: * WIND THROUGH THE TREES *

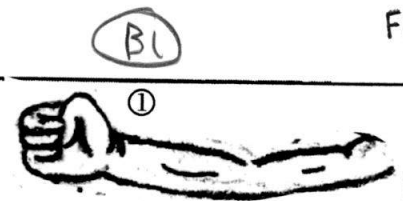
Action:

- HAIR BLOWS IN WIND
2 BEATS

- G RAISES A BIG THUMBS UP

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Timing:



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Production :

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ADVENTURE TIME



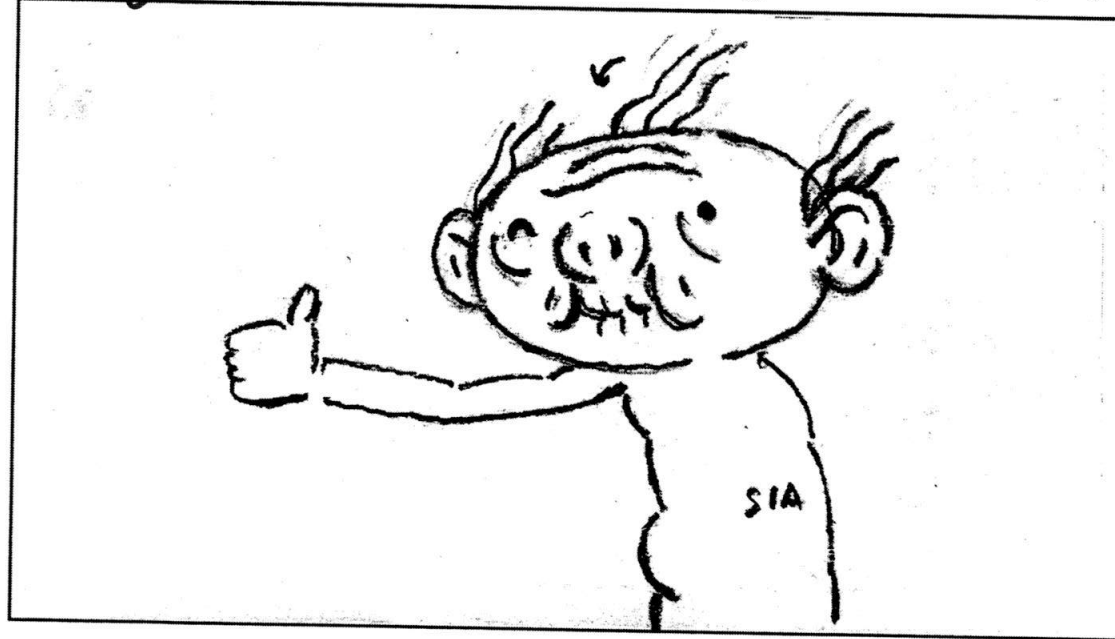
Hu
Cust

Page 260

Sc. 201 CONT Pnl. C

Bg.

day night

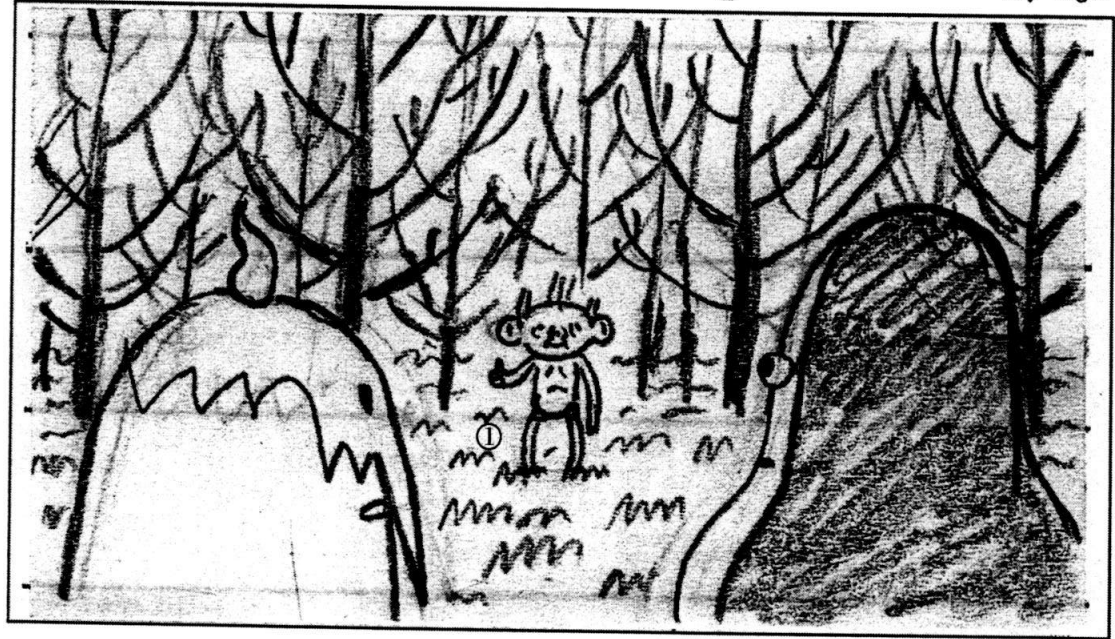


Sc. 202

Pnl. A

Bg.

day night



Dialog:

Action:

- GIVES A WINK

Timing:

(A)

②



FEB 27 2014

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Production :

1025/174

ADVENTURE TIME

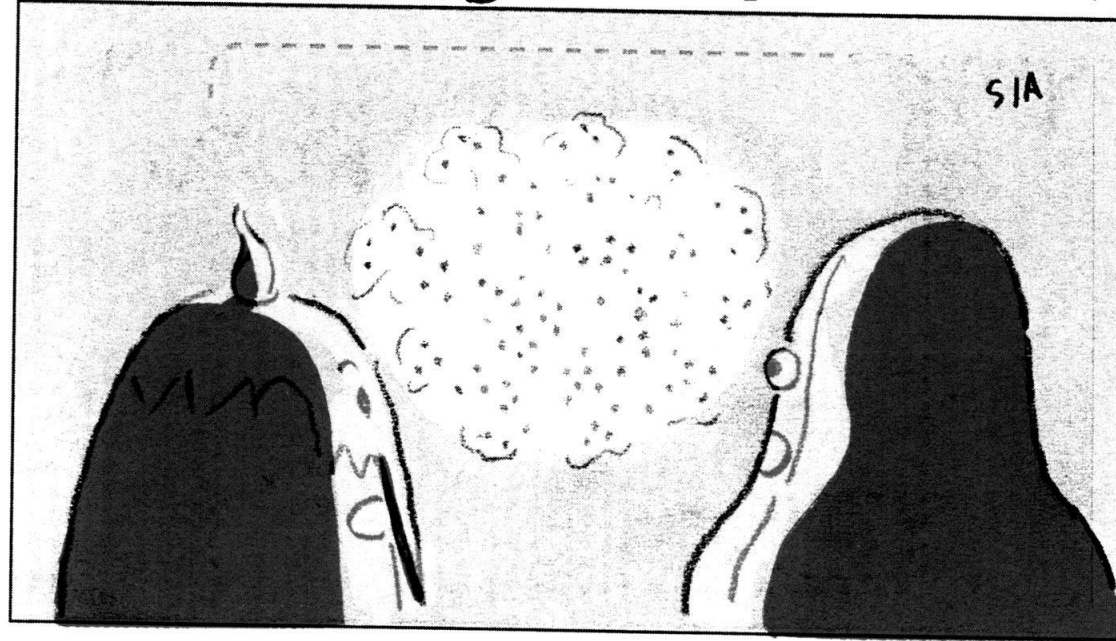


Page 261

Sc. 202 CONT Pnl. B

Bg.

day night



Sc. 202 CONT Pnl. C

Bg.

day night



Dialog:

Action:

- G EXPLODES INTO A SWARM OF "1000"
FIREFLIES

FEB 27 2014

Timing:

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Production :

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ADVENTURE TIME



Sc. 202

Bg.

day night



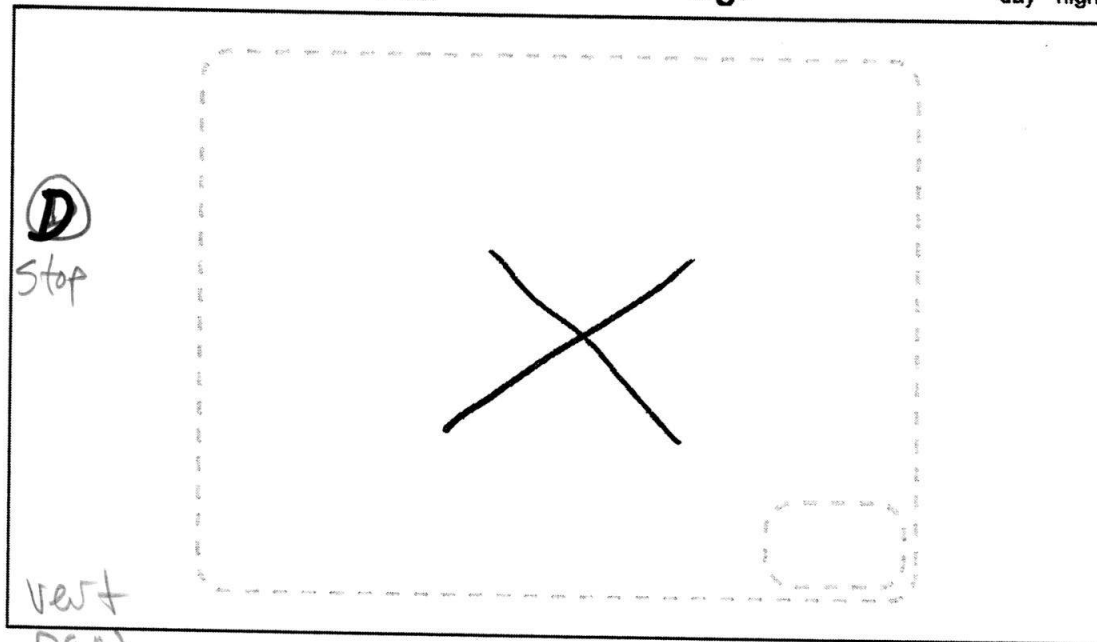
Page 202

Sc.

Pnl.

Bg.

day night



— SWARM OF FIREFLIES FLOATS UP TOWARD SKY
— ADJ W/ FIREFLIES
START

FEB 27 2014

S/A @

EPISODE # 1025-174
1025/174

Production :

ADVENTURE TIME



Cut

Sc. 202 CONT Pnl. E

Bg.

day night

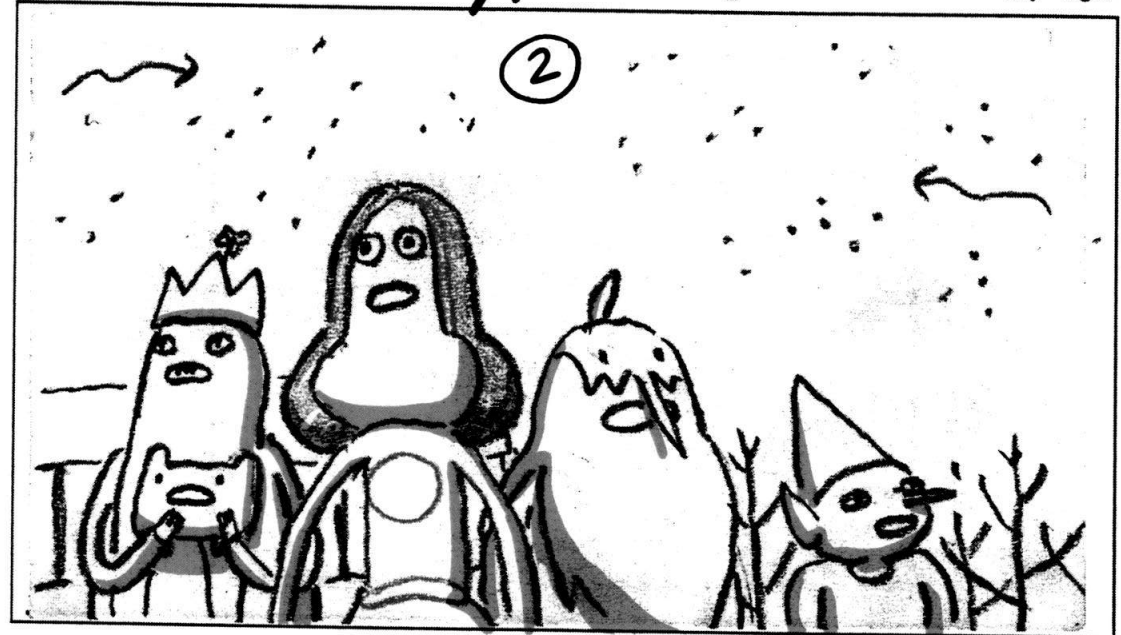


Sc. 203

Pnl. A

Bg.

day night



Page 203

FU Cut

EPISODE # 1025-174

1025/174

Dialog:

ALL: WHOAAA..

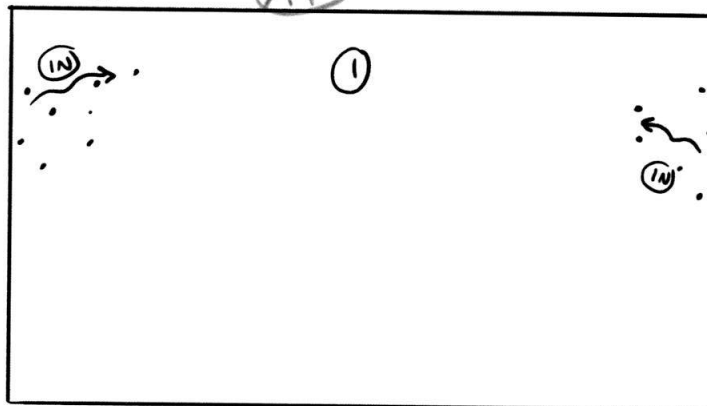
Action:

- FIREFLIES SCATTER OUTWARD

Timing:

Sc 203

(A1)



- FIREFLIES FLY INTO SCREEN

FEB 27 2014

Production

1025/174

1025/174

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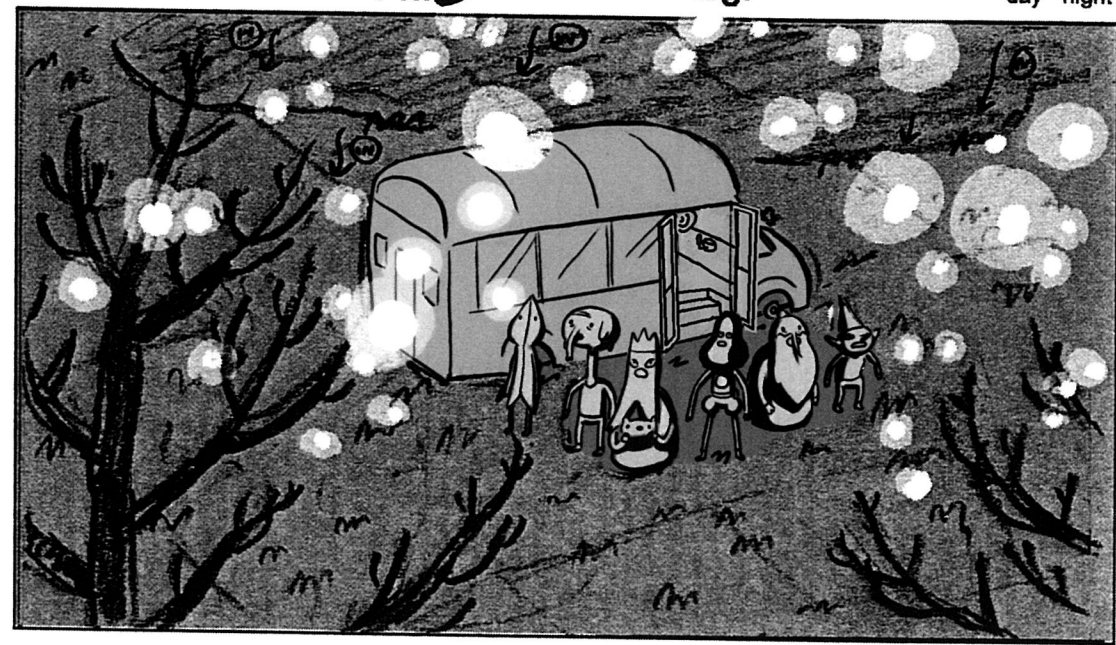
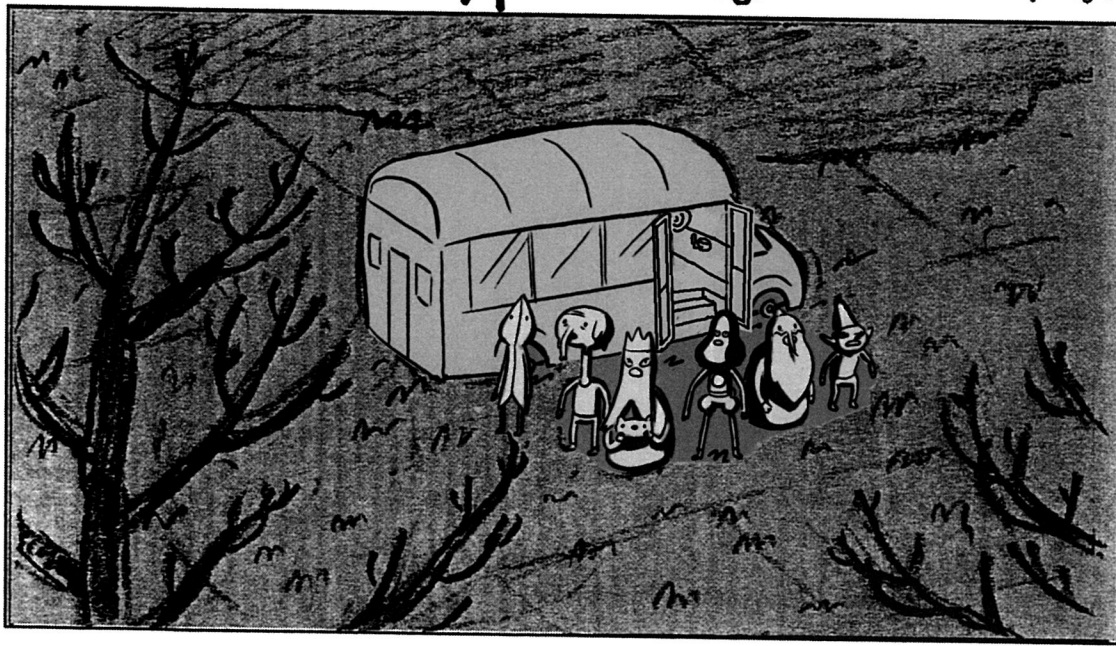
HN
cut

ADVENTURE TIME



REVISED
3/18/14

Sc. 204 Pnl. A Bg. day night Sc. 264 cont Pnl. B Bg. day night



Dialog:
Action:
Timing:

-FIREFLIES FLY DOWN ON/S AND START TO LAND ON THE BRANCHES

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EPISODE # 1025-174

Production :

1025/174

ADVENTURE TIME



HU
CUT

NO SC
205

REVISED
3/18/14

Page **265**

Sc. **204** CONT Pnl. **C**

Bg.

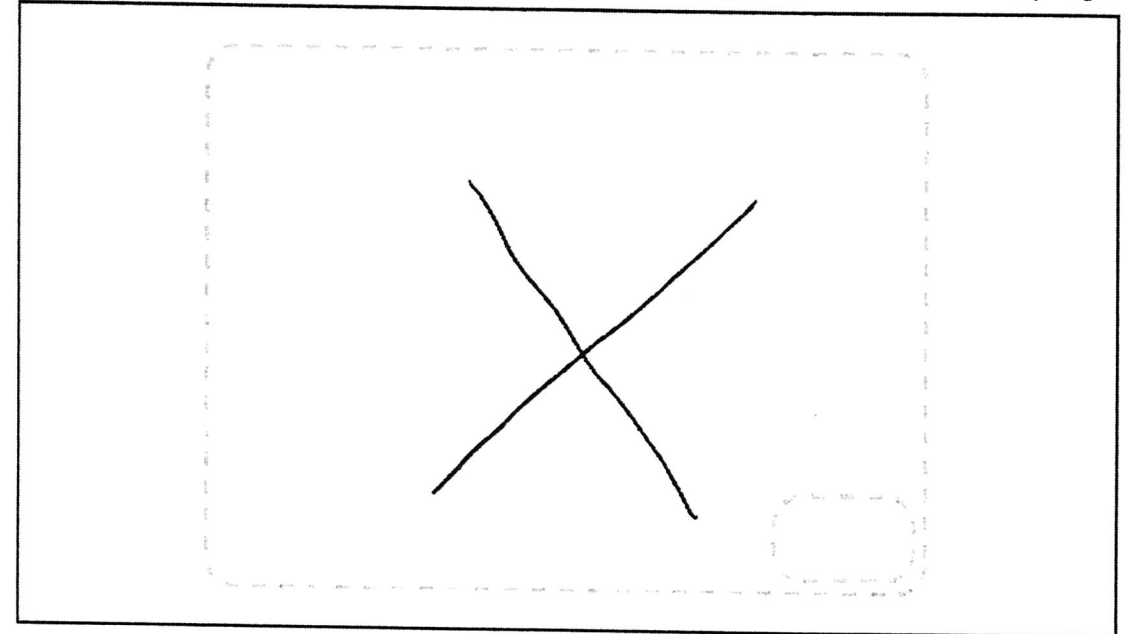
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- ALL LAND ON BRANCKES,
LOOKS LIKE CHRISTMAS LIGHTS

Timing:

FEB 27 2014

1025-174

EPISODE # 1025-174

Production :

ADVENTURE TIME



Handwritten: Hu Ant

Page 266

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
206	A			

Dialog:	<p>ABD: WHAT WAS HE...</p>
Action:	
Timing:	<p>FEB 27 2014</p>

1025/174

EPISODE # 1025-174
 Production :

1025/174

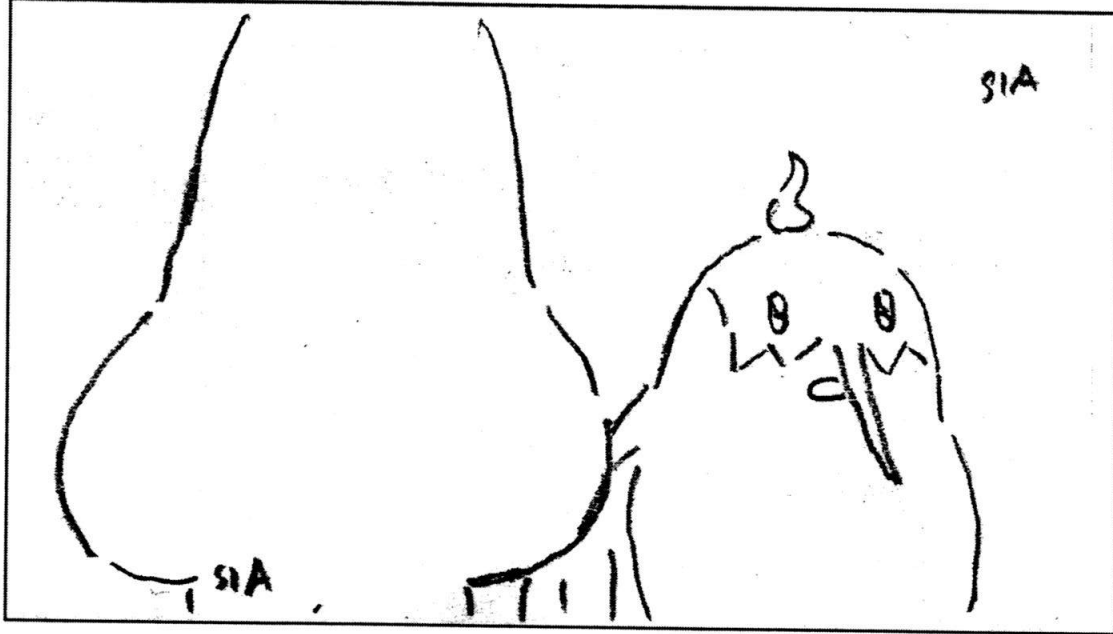
1025/174

ADVENTURE TIME

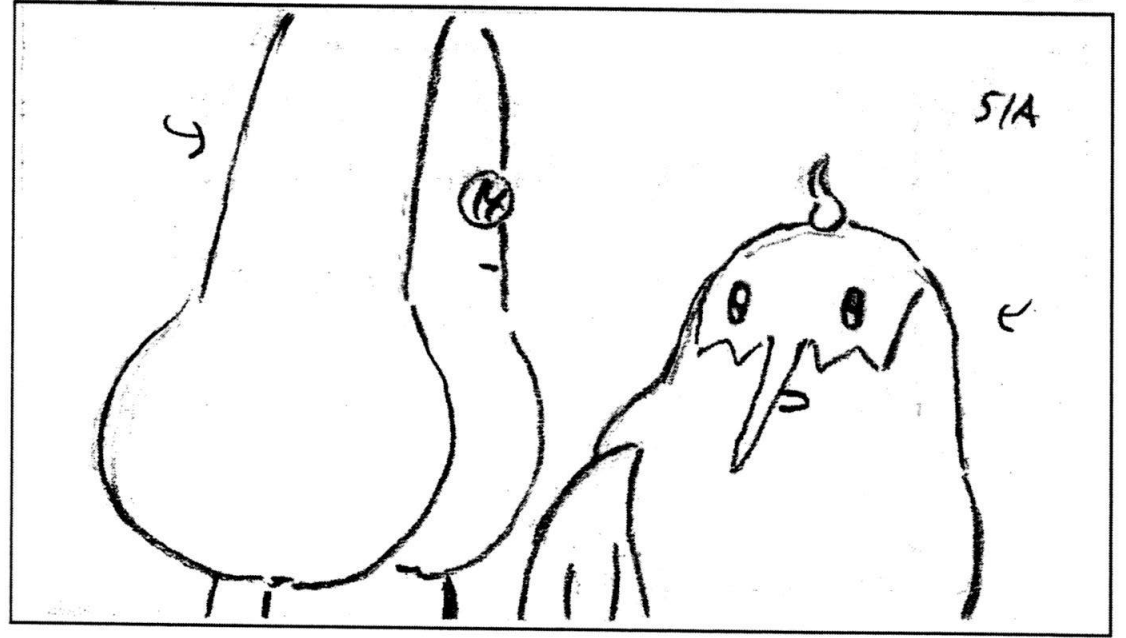


Page 267

Sc. 206 CONT Pnl. B Bg. day night



Sc. 206 CONT Pnl. C Bg. day night



Dialog:	IK/ I don't know Abracadaniel.	IK :	BUT I THINK HE WAS TRYING TO SHOW US SOMETHING ...
Action:			
Timing:			

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1025/174

Production :

1025/174

1025/174

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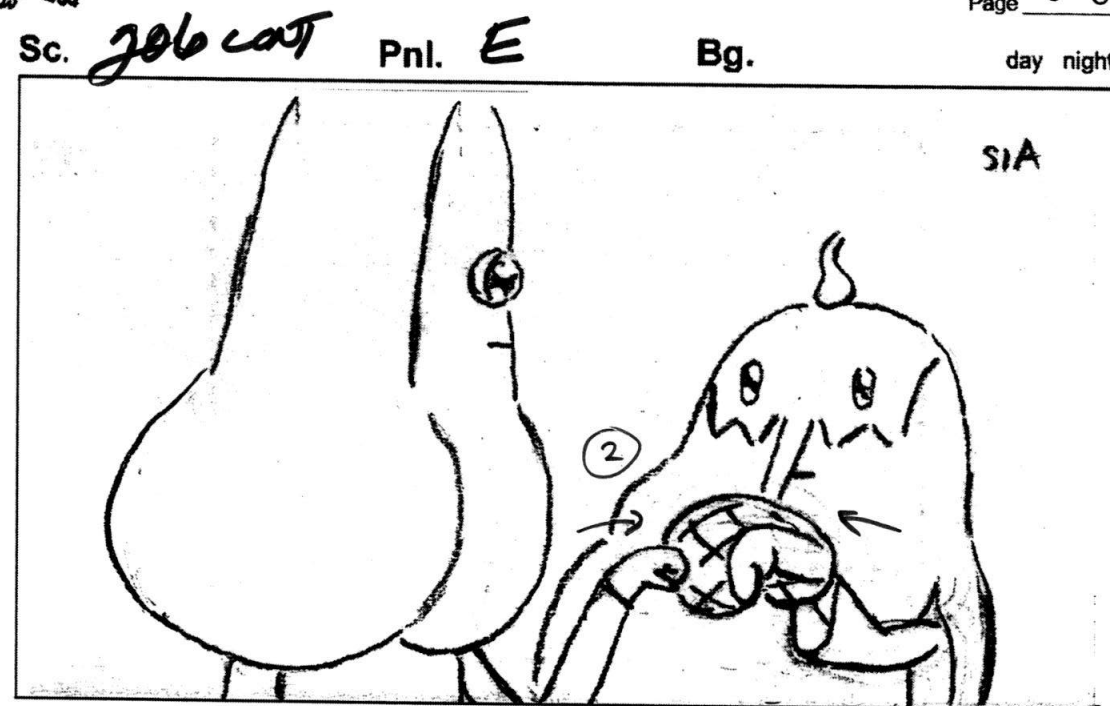
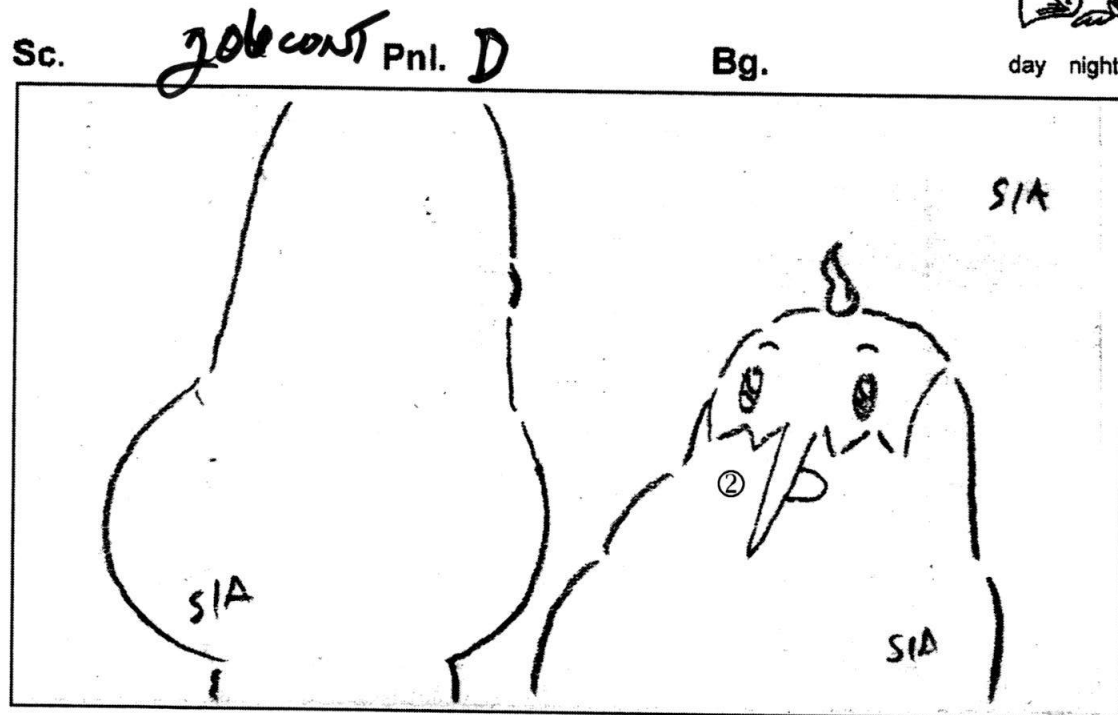
1025/174

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ADVENTURE TIME



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Dialog: *IK: SOMETHING NEW...*

Action: *(DI) [signature]* - ABD & IK FIST BUMP

Timing: *(1)*



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1025/174

1025/174

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ADVENTURE TIME



HV
cut

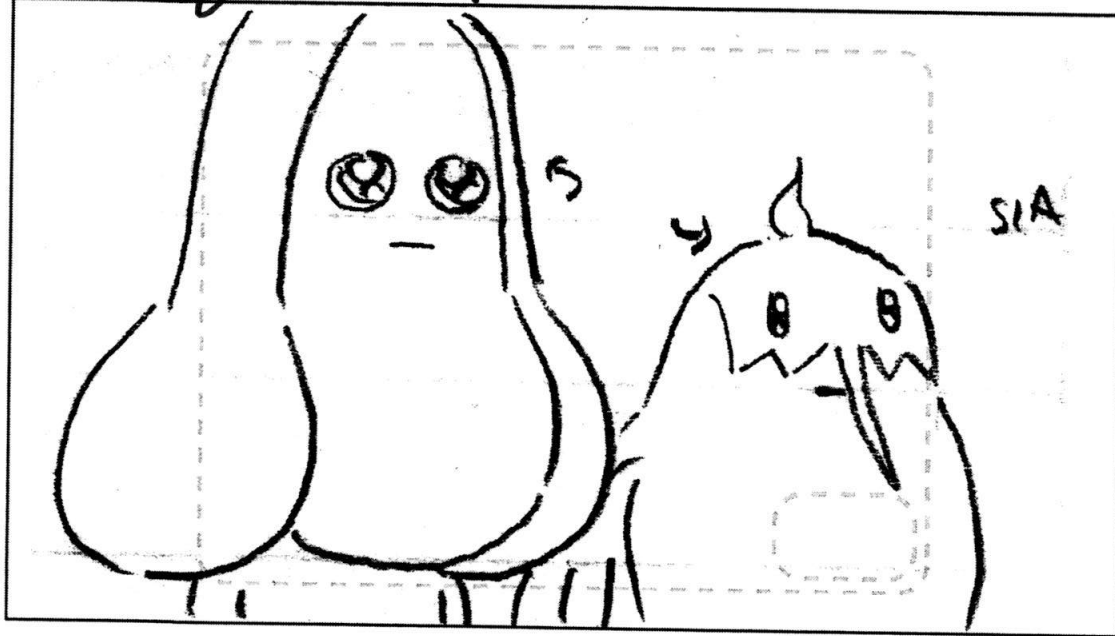
Page 269

Sc.

206 cont
Pnl. F

Bg.

day night

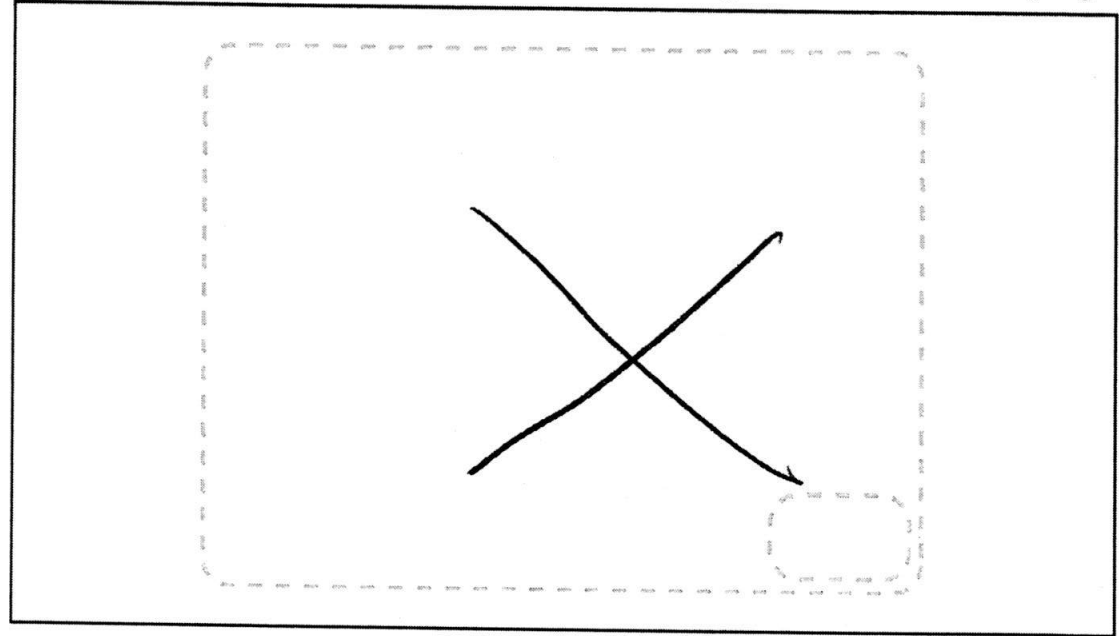


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- LOOK FORWARD

FEB 27 2014

Timing:

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Production :

1025/174

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1025/174

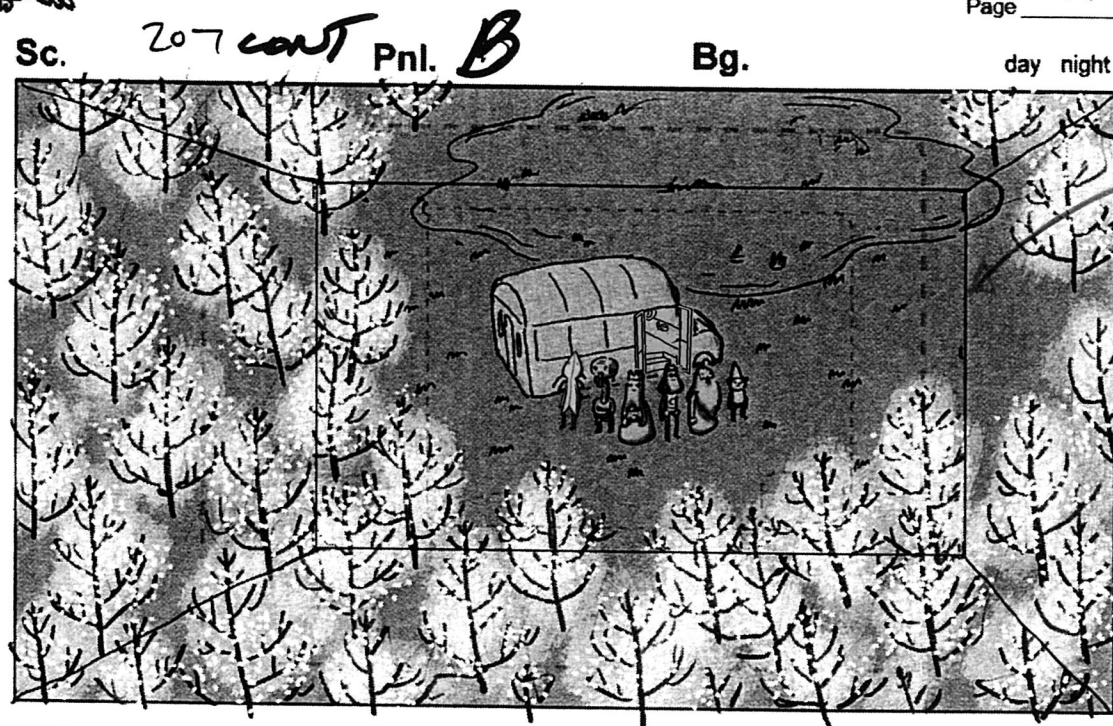
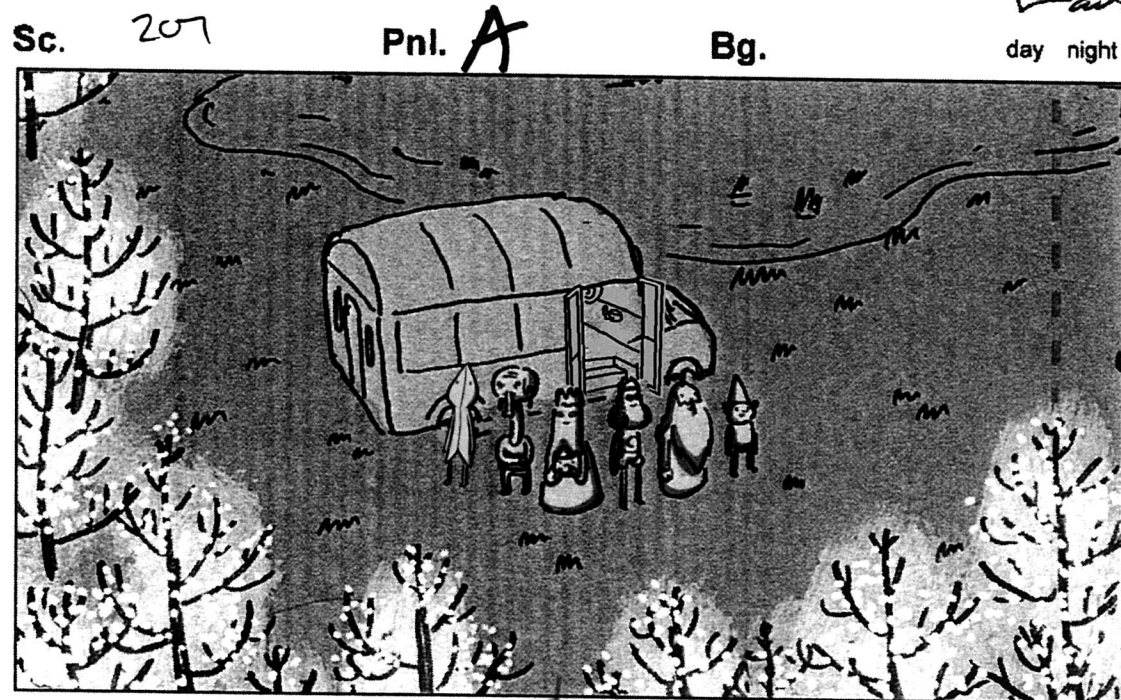
Hu
Cut

ADVENTURE TIME



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3/18/14

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Dialog:

Action:

Timing:

-TRUCK OUT cont's thru xDiss

FEB 27 2014

Production :

EPISODE #

1025-174

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Cut to
XDiss

Star
FIE
S/A

X

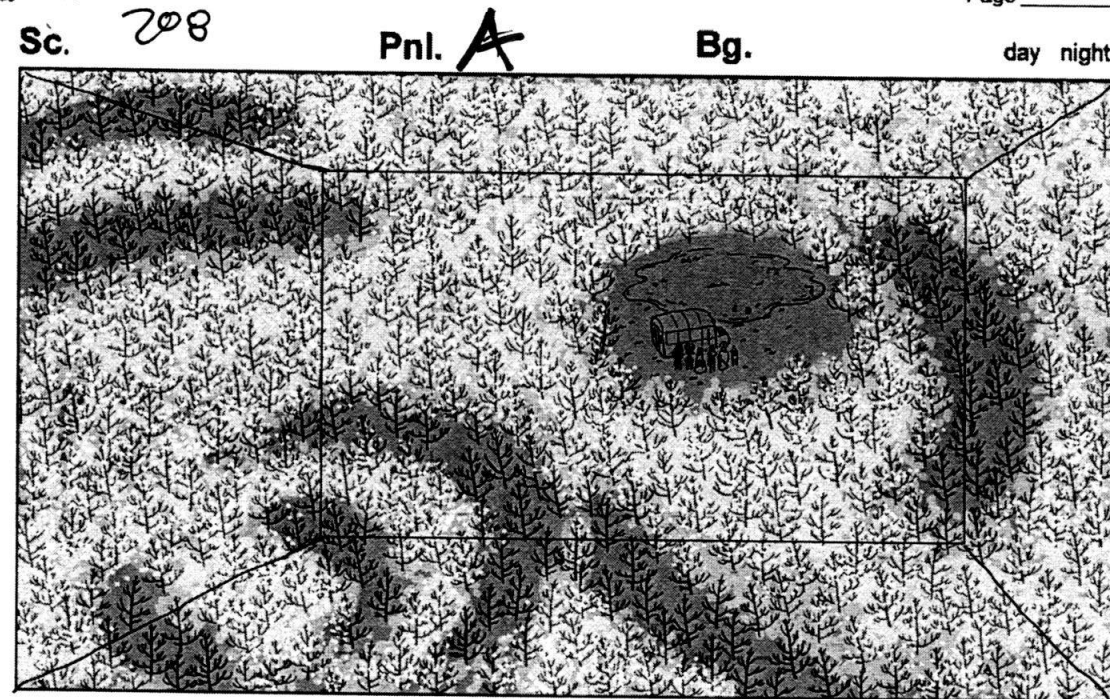
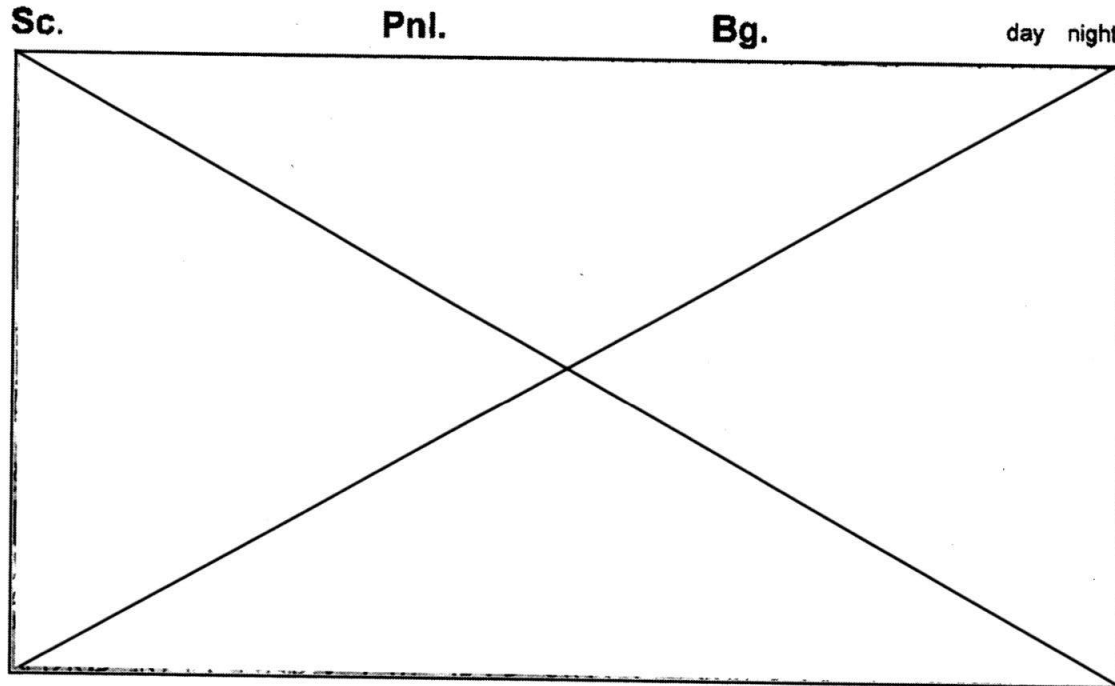
X-Diss

ADVENTURE TIME



Cut
w/ X-DISS

Page 271



Cut
X-DISS

Dialog:	X-DISS XX	X-DISS XX
Action:	-TRUCK OUT Cont's thru X-DISS	
Timing:	FEB 27 2014	

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EPISODE #

1025/174

Production :

1025/174

1025/174

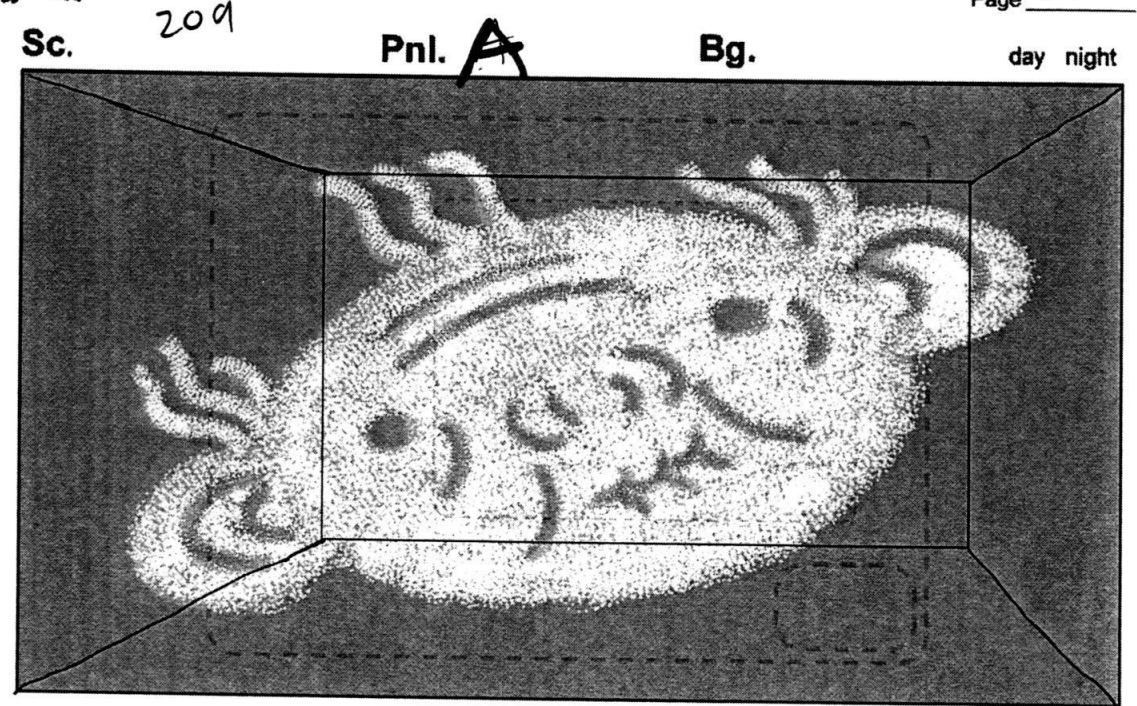
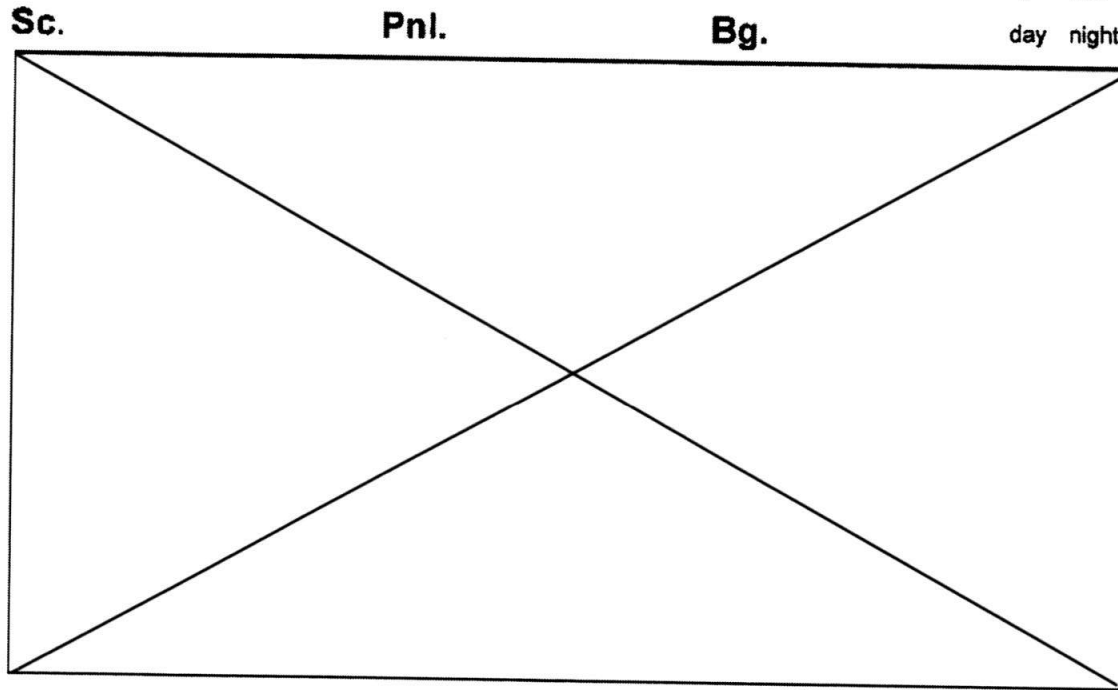
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ADVENTURE TIME



*Cut
w/ XDISS*

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Dialog:	<p><i>XX</i></p> <p><i>Cont</i></p> <p><i>-TRUCK OUT thru</i></p> <p><i>-X DISSOLVE</i></p>
Action:	
Timing:	

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1025/174

Production :

1025/174

ADVENTURE TIME



*Cut w/wipe
to post*

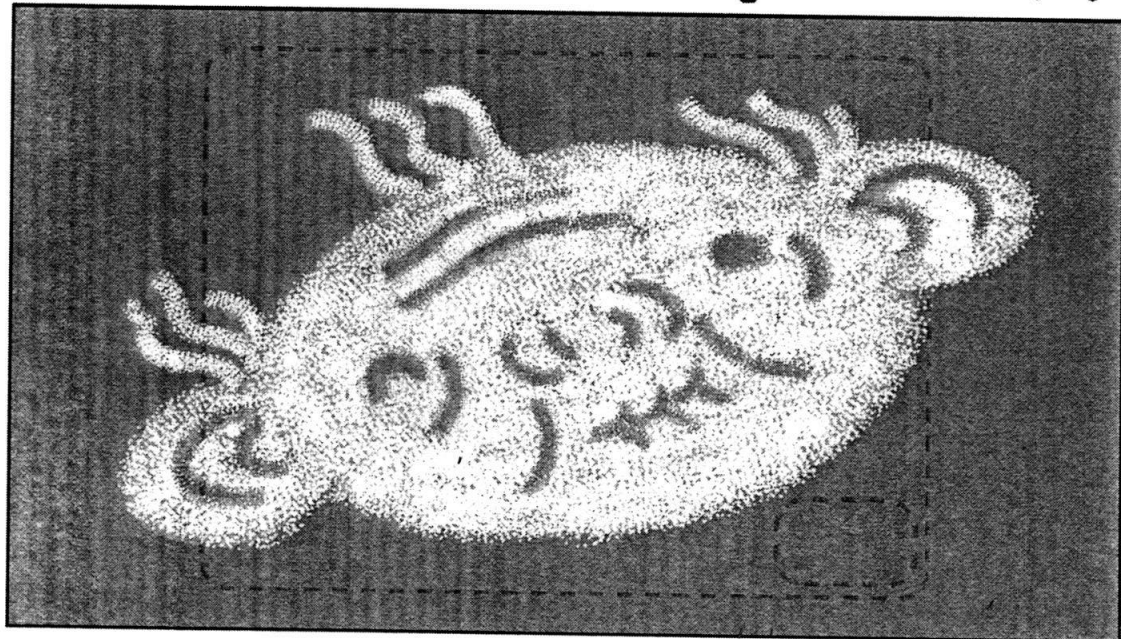
Page 273

Sc.

209 *cont*
Pnl. B

Bg.

day night

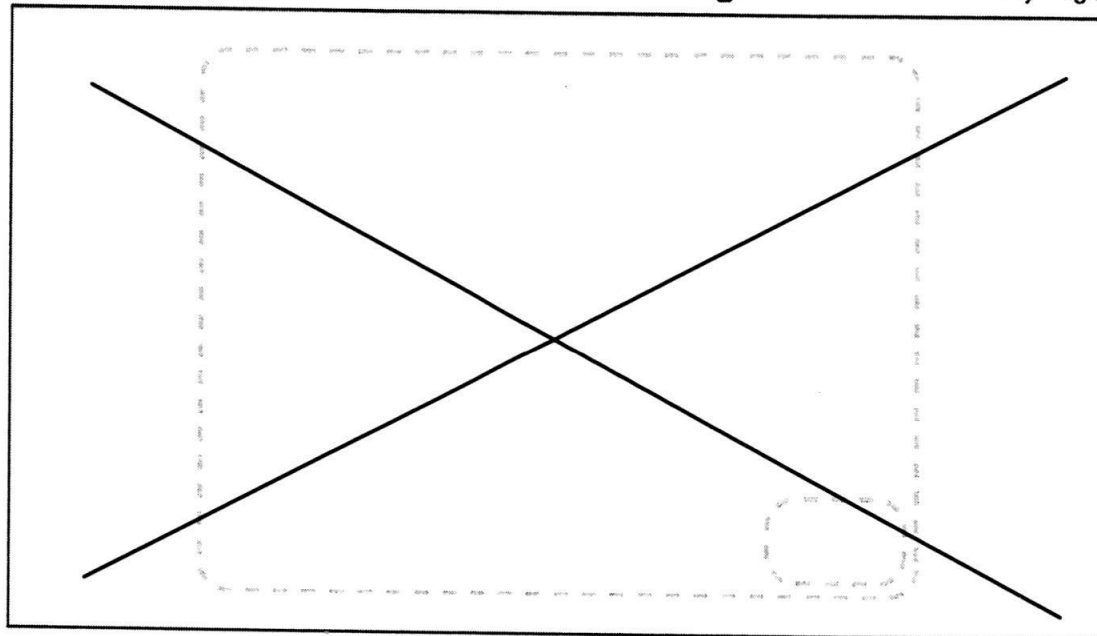


Sc.

Pnl.

Bg.

day night



Dialog:

Action: — "GIUSEPPE" WINKS

FEB 27 2014

Timing:

EPISODE # 1025-174

Production :

1025/174

1025/174

Cut w/wire
at Post

ADVENTURE TIME



Handwritten: HU cut

Sc. **210** Pnl. **A** Bg. day night



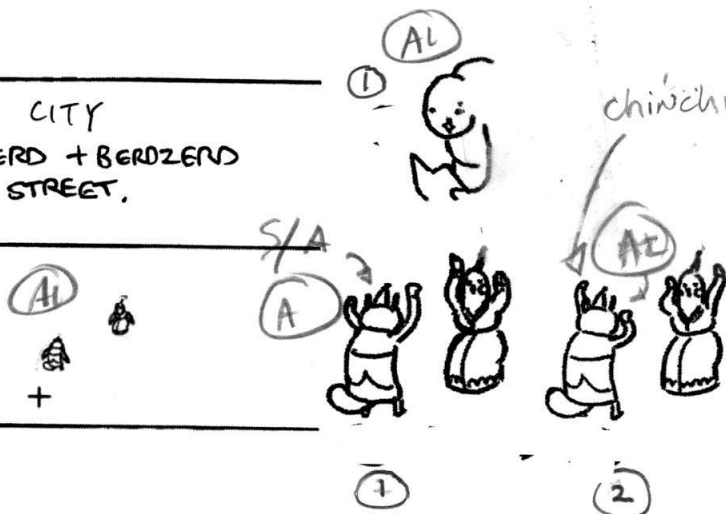
Sc. **211** Pnl. **A** Bg. day night



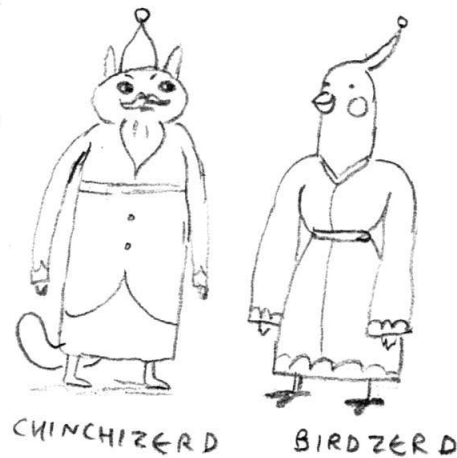
Dialog: CC&BZ: Sploo

Action: - WIZARD CITY
- CHINCHIZERD + BIRDZERD STAND IN STREET.

Timing:



chinchizard
BERDZERD
- CHINCHIZERD + BIRDZERD ACT OUT ELABORATE SECRET HANDSHAKE



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1025/174

1025/174

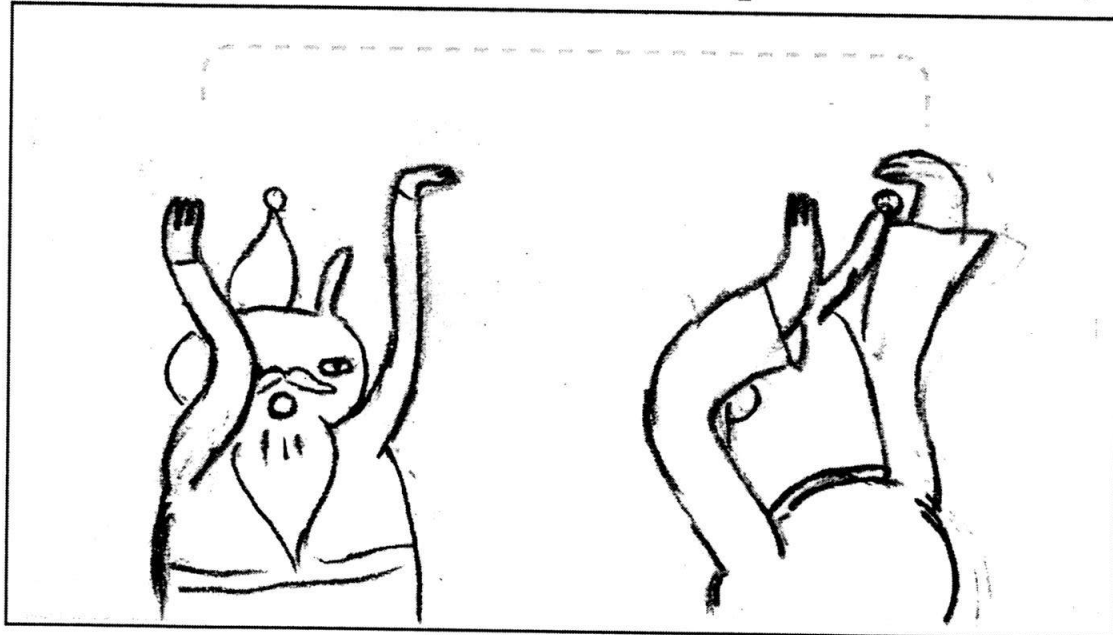
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ADVENTURE TIME

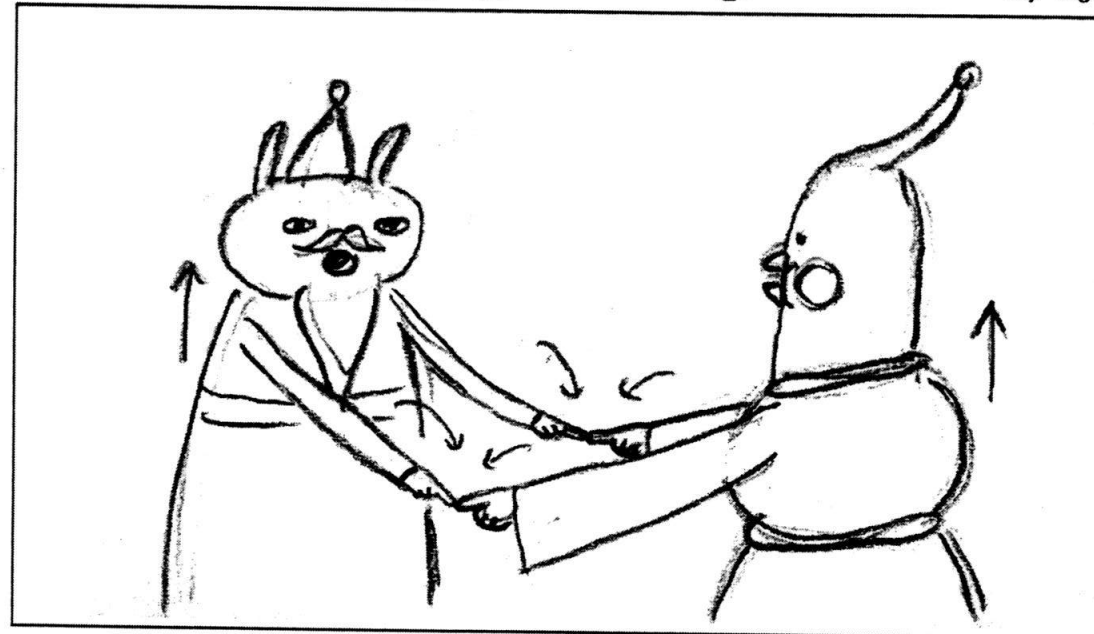


Page 215

Sc. 211 CONT Pnl. B Bg. day night



Sc. 211 CONT Pnl. C Bg. day night



Dialog:	
<u>CC/BZ</u> : JICKA HAKA	
Action:	- CC+BZ WOBBLE THEIR ARMS CYCLE PNL (A) ↔ (B)
	- SNAP INTO POSE - CC/BZ TOUCH INDEX FINGERTIPS
Timing:	
FEB 27 2014	

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1025/174

Production :

1025/174

ADVENTURE TIME

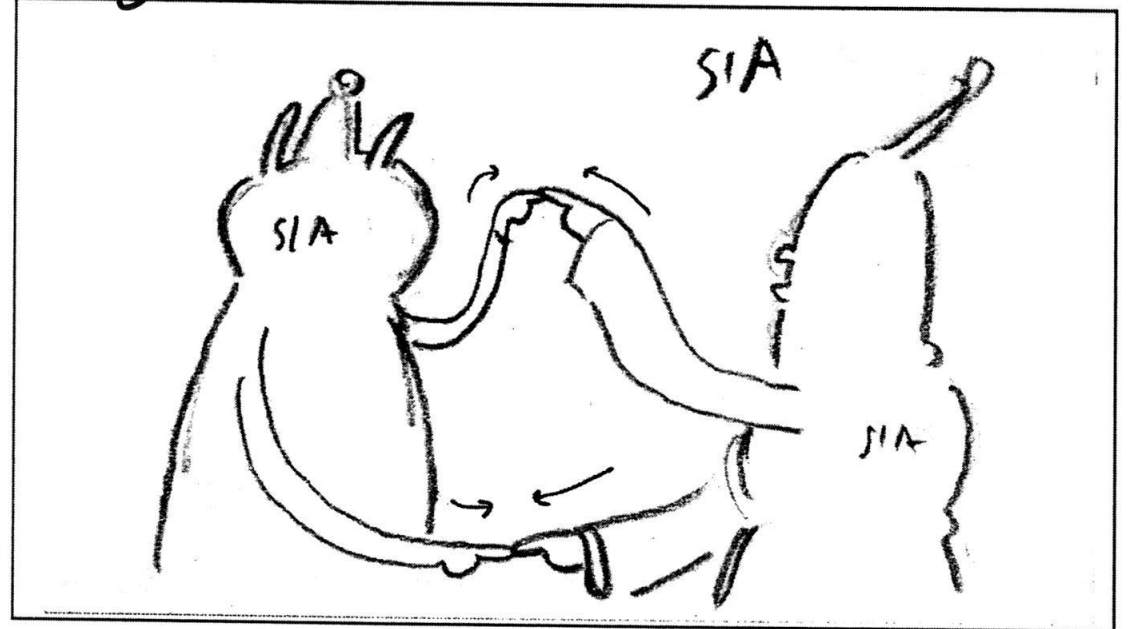


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Sc. 211 CONT Pnl. D Bg. day night



Sc. 211 CONT Pnl. E Bg. day night



Dialog: CC/BZ : BOOGY →
(BOOGY-NOONA)
SAID IN ONE
BEAT

Action: - THEY LET GO
AND TOUCH
FINGERTIPS
AGAIN
IN NEW
POSE
(QUICK)

Timing:



CC/BZ : NOONA

- LET GO AND SWITCH
ARMS, TOUCH FINGERTIPS
AGAIN (QUICK)



FEB 27 2014

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ADVENTURE TIME

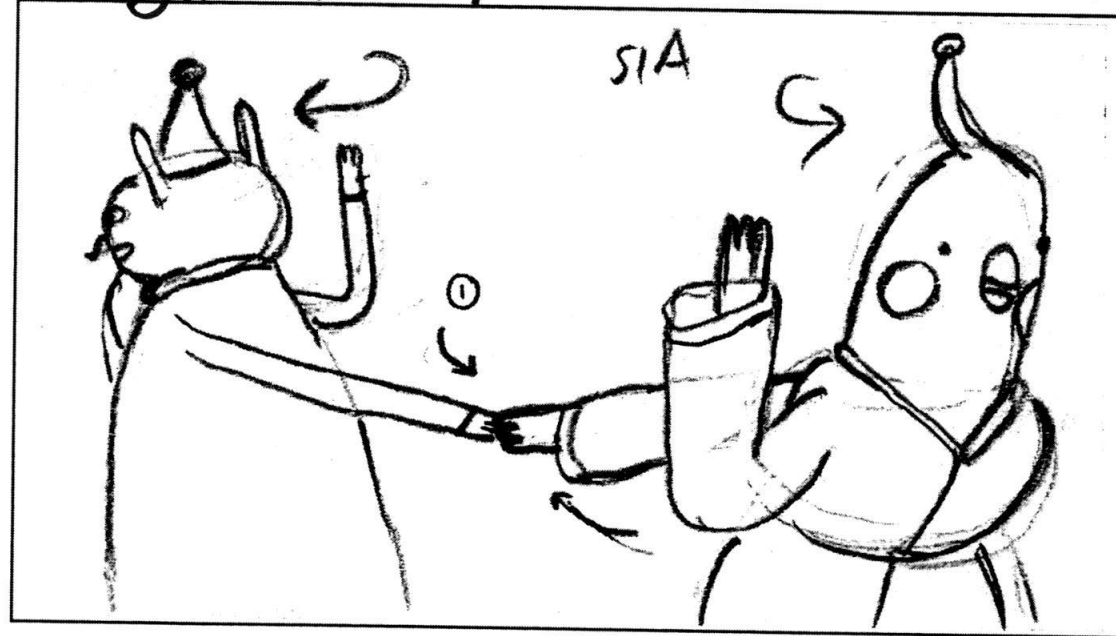


Sc.

211 CONT Pnl. F

Bg.

day night



Sc.

211 CONT Pnl. G

Bg.

Page 277

277A NEXT day night



Dialog:

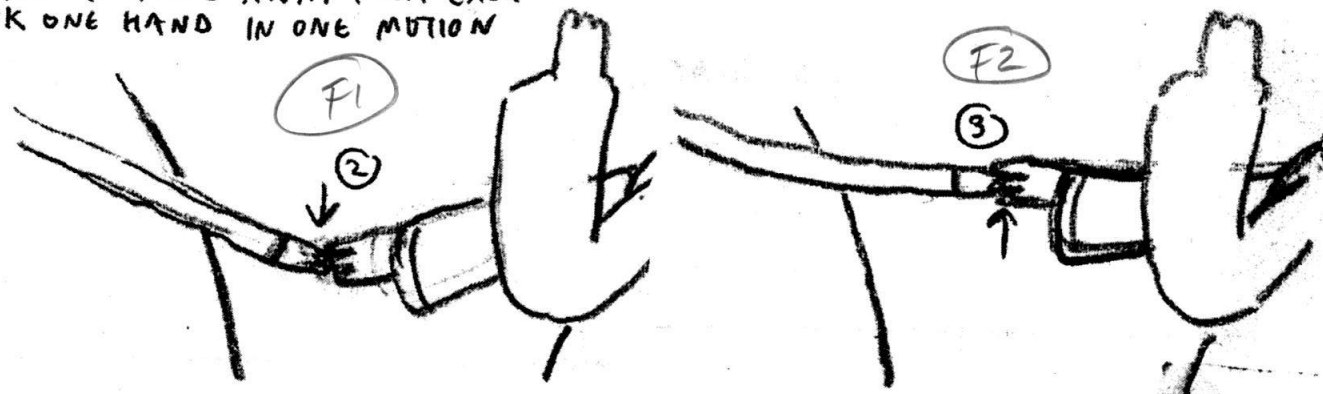
CC/BZ: HUBBA GUBBA

CC/BZ: SECRETWIZARDHANDSHAKE!

SFX: SOMETHING

Action: - WHIP AROUND TO FACE AWAY FROM EACH OTHER/LINK ONE HAND IN ONE MOTION

Timing:



- HI-5 EACH OTHER
- GLOWY/COLOURFUL PATTERN
- WAVES EMITTED FROM IMPACT

FEB 27 2014

Production:

EPISODE # 1U25-174

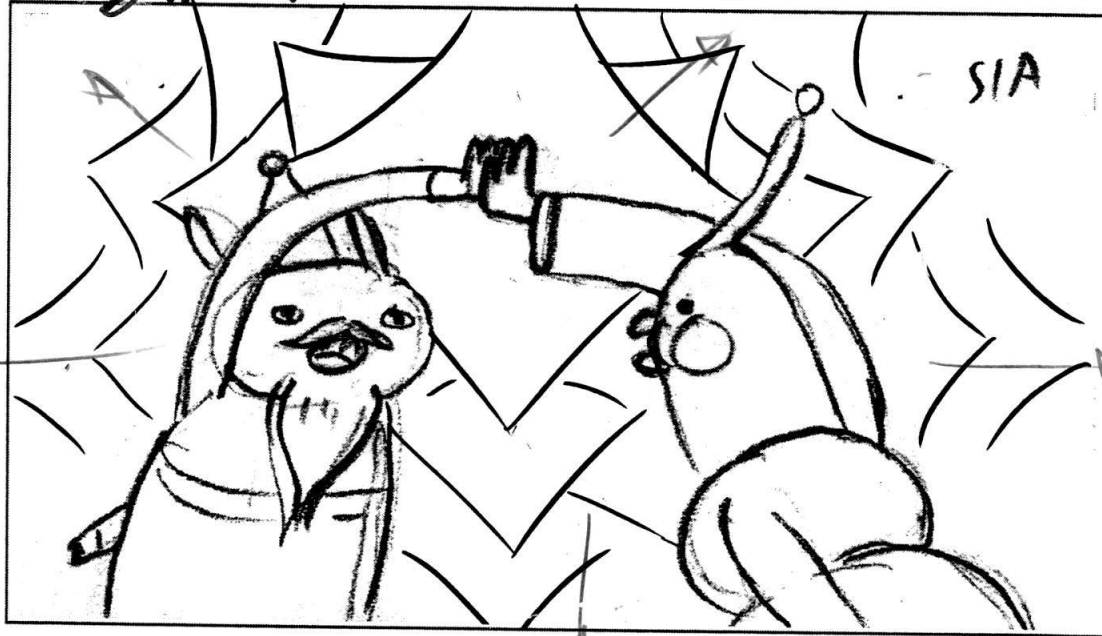
1025/174

1025/174

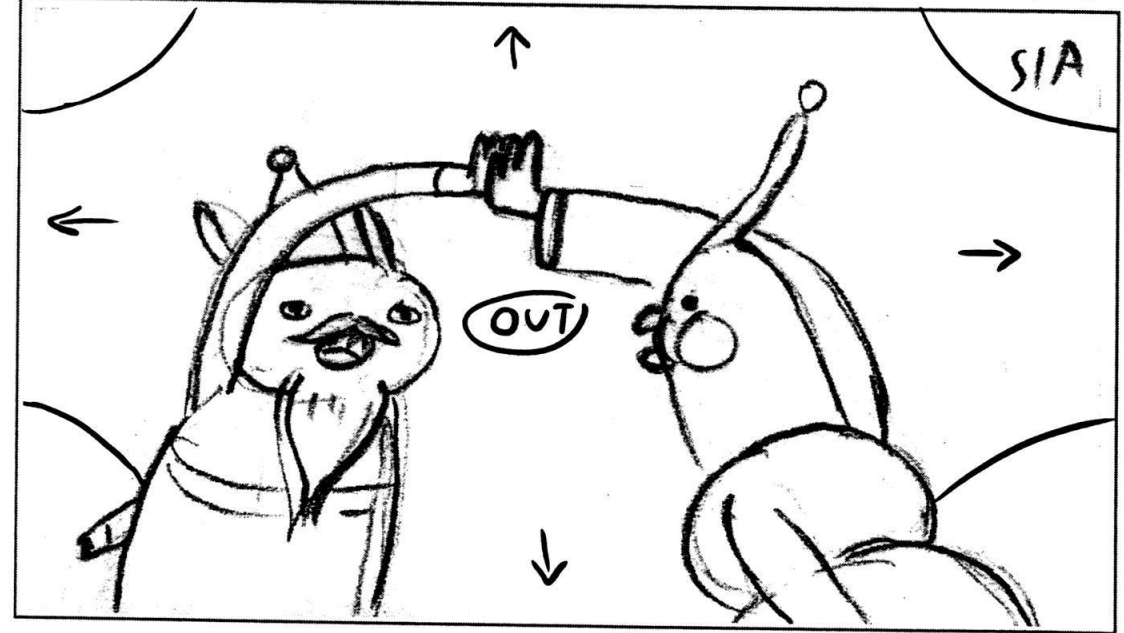
ADVENTURE TIME



Sc. *211 CONT* Pnl. *H* Bg. day night



Sc. *211 CONT* Pnl. *I* Bg. day night



Dialog:

Action:

- MAGIC EXPLODES OUT OF FRAME

Timing:

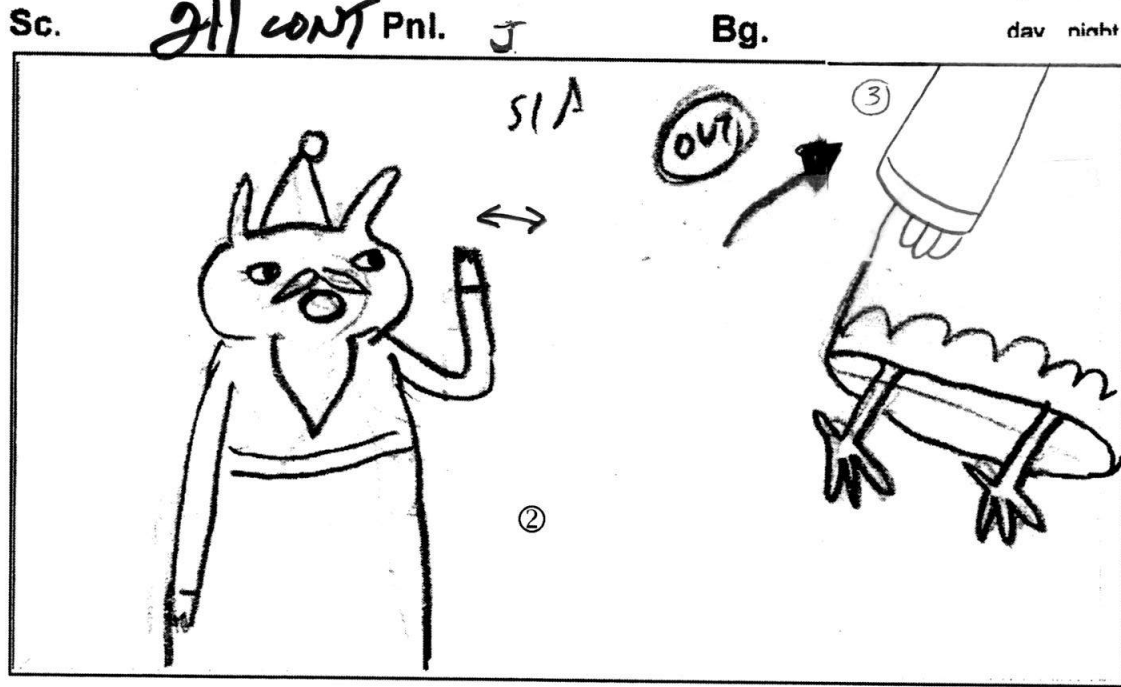
FEB 27 2014

EPISODE # 1025-174

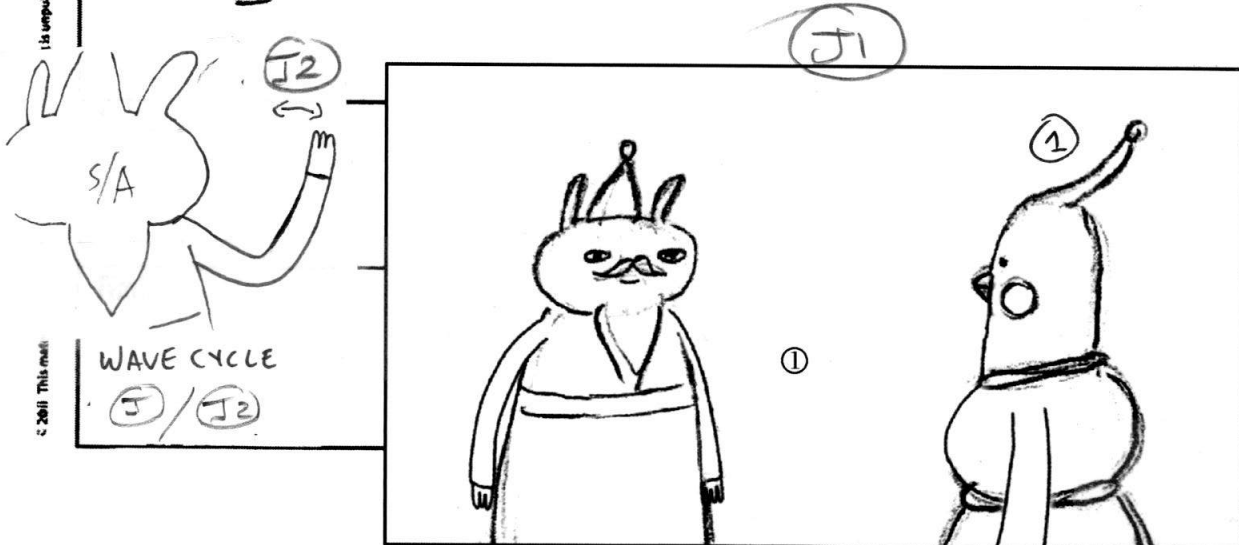
Production :

1025/174

ADVENTURE TIME



Dialog:
BZ: LATER, CHINCHIZARD
CC: BYE BIRDZARD



ADVENTURE TIME

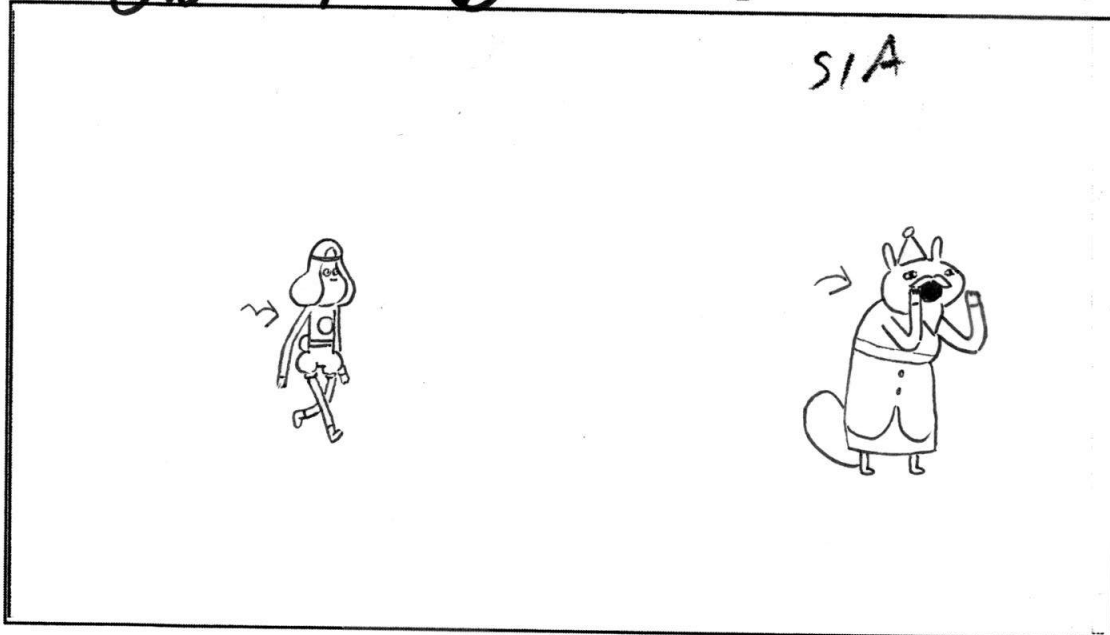


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Sc. 212 CONT Pnl. B

Bg.

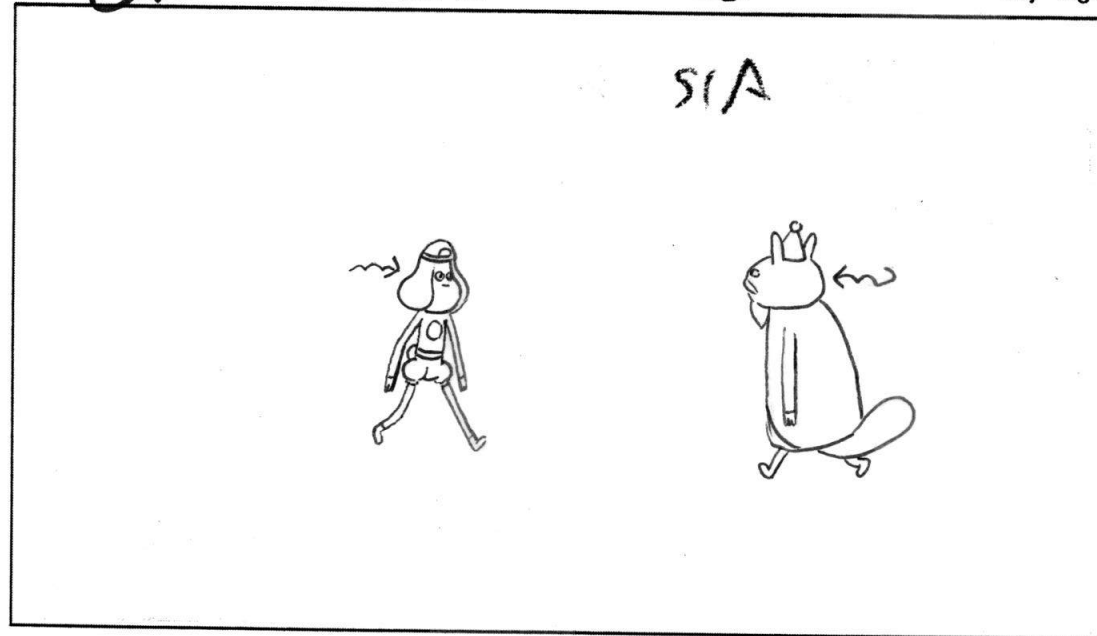
day night



Sc. 212 CONT Pnl. C

Bg.

day night



Dialog: CC: SEE YOU AT THE SECRET THING
TONIGHT!

Action:

Timing:

FEB 27 2014

Production :

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1025/174

1025/174

ADVENTURE TIME



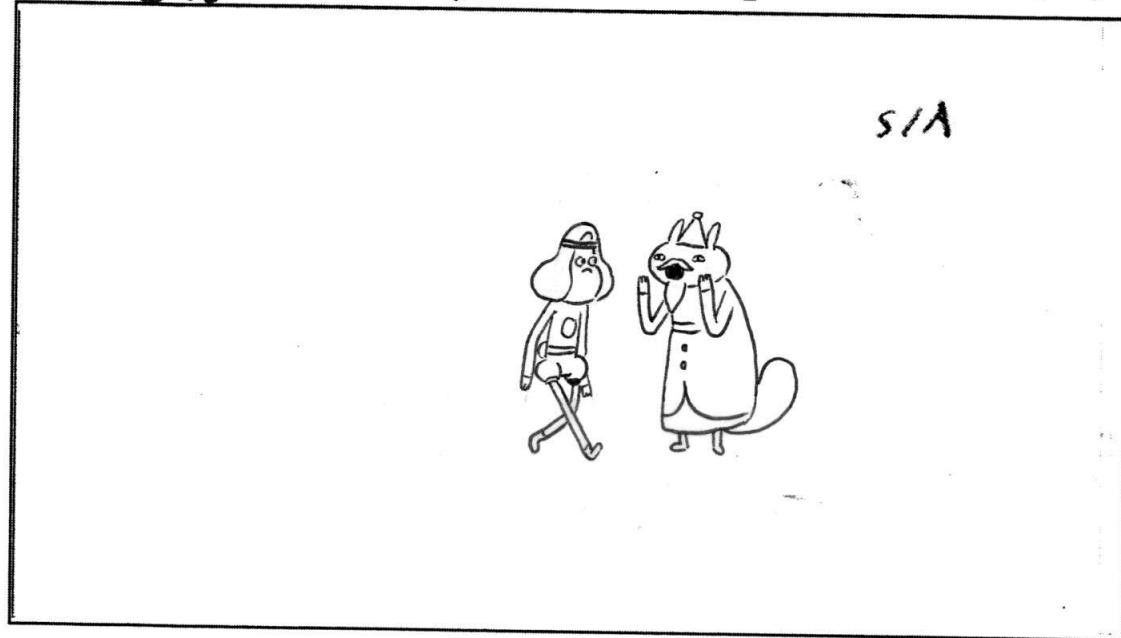
Page 280

Ho Cut

Sc. 212 CONT Pnl. D

Bg.

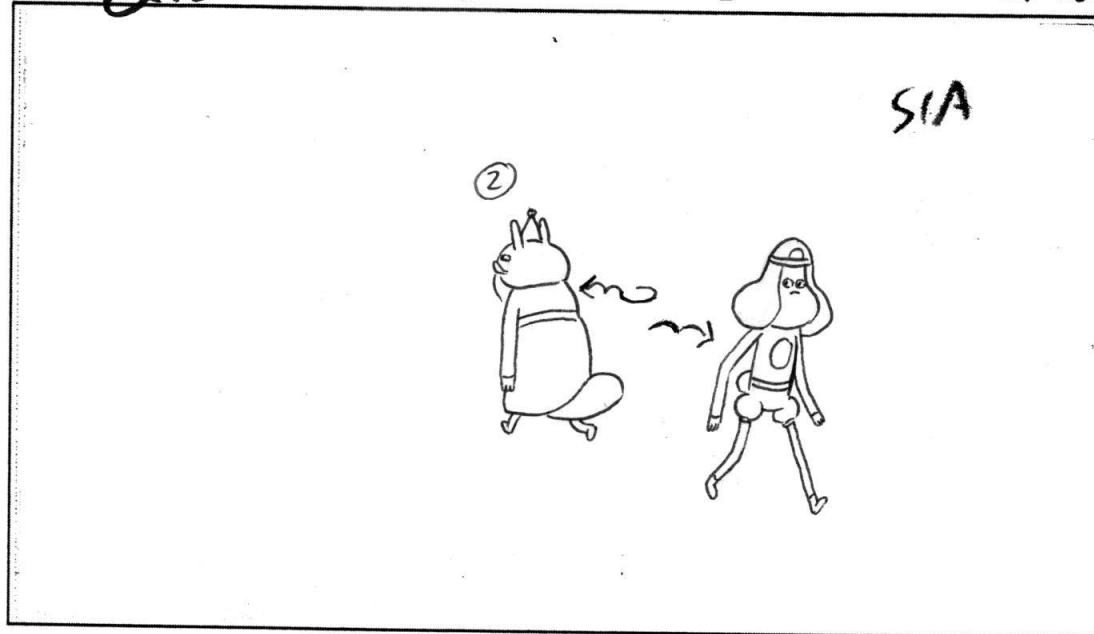
day night



Sc. 212 CONT Pnl. E

Bg.

day night



Dialog:

CC: (LOUD WHISPER)
LOSER

CC: HEH HEH

Action:

Timing:



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Production :

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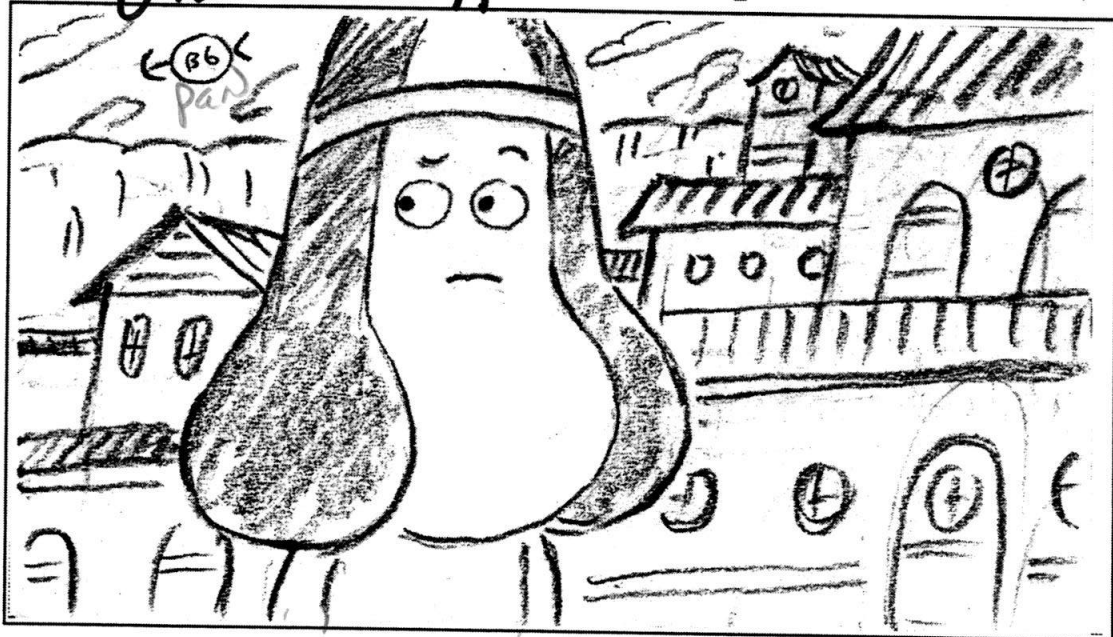
HV
CUT

ADVENTURE TIME

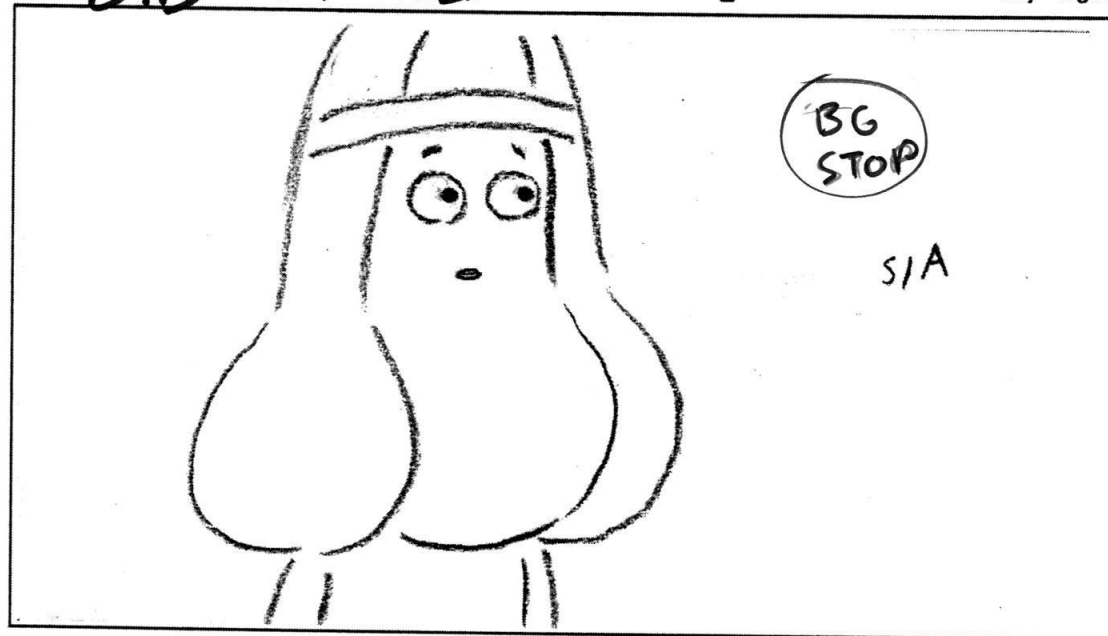


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Sc. 213 Pnl. A Bg. day night



Sc. 213 cont Pnl. B Bg. day night



Dialog:
Action: - ABD WALKING - WALKING
Timing:

FEB 27 2014

HV
CUT

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Ho
Cut

ADVENTURE TIME



6
Cut

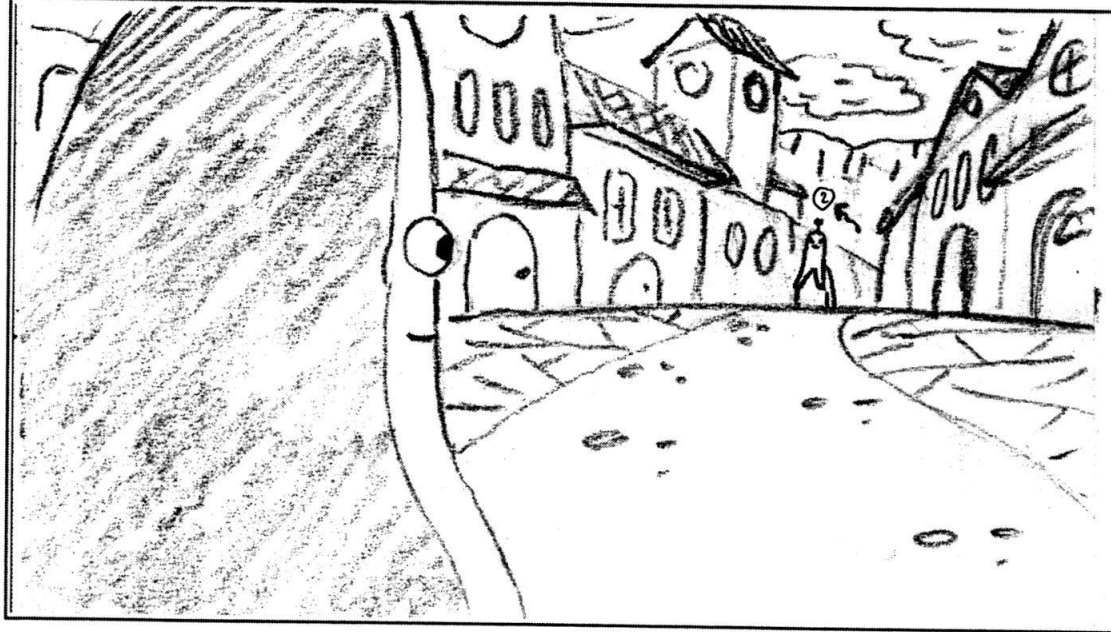
Page 202

Sc. 214

Pnl. A

Bg.

day night

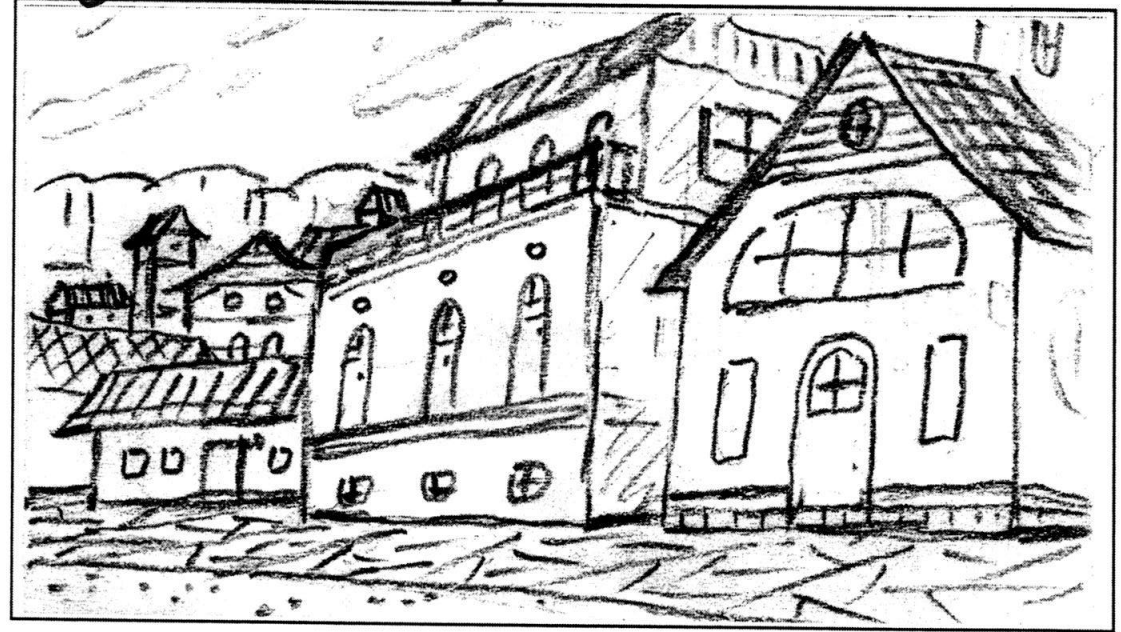


Sc. 215

Pnl. A

Bg.

day night



Dialog:

Action:

- LGM WALKING UP STREET



Timing:

FEB 27 2014

EPISODE # 1025-174

1025/174

Production :

1025/174

ADVENTURE TIME

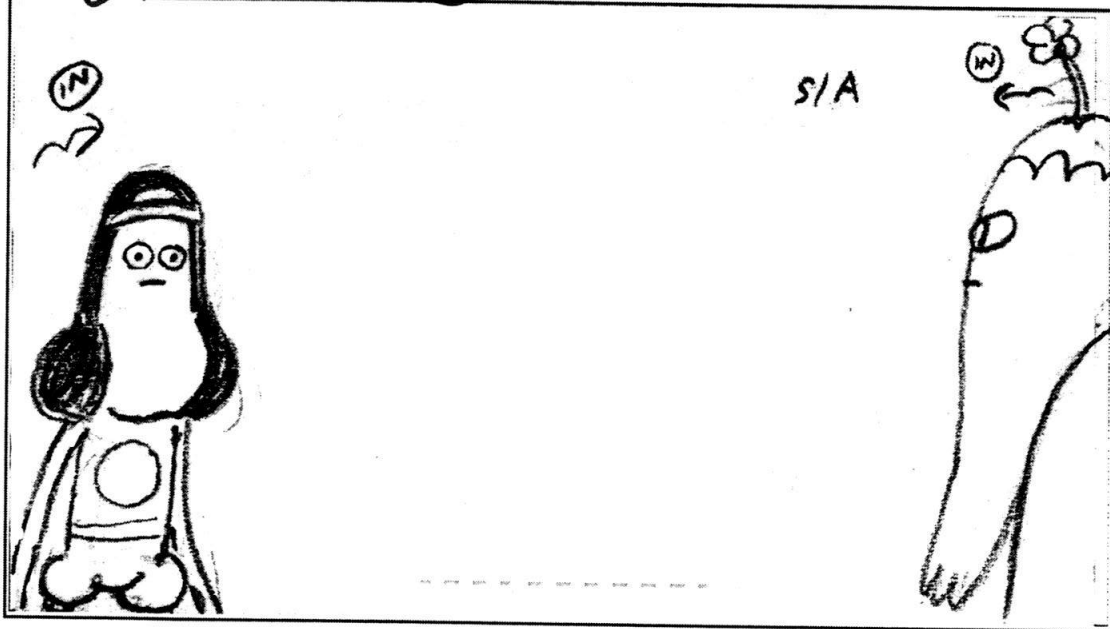


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Sc. 215 CONT Pnl. B

Bg.

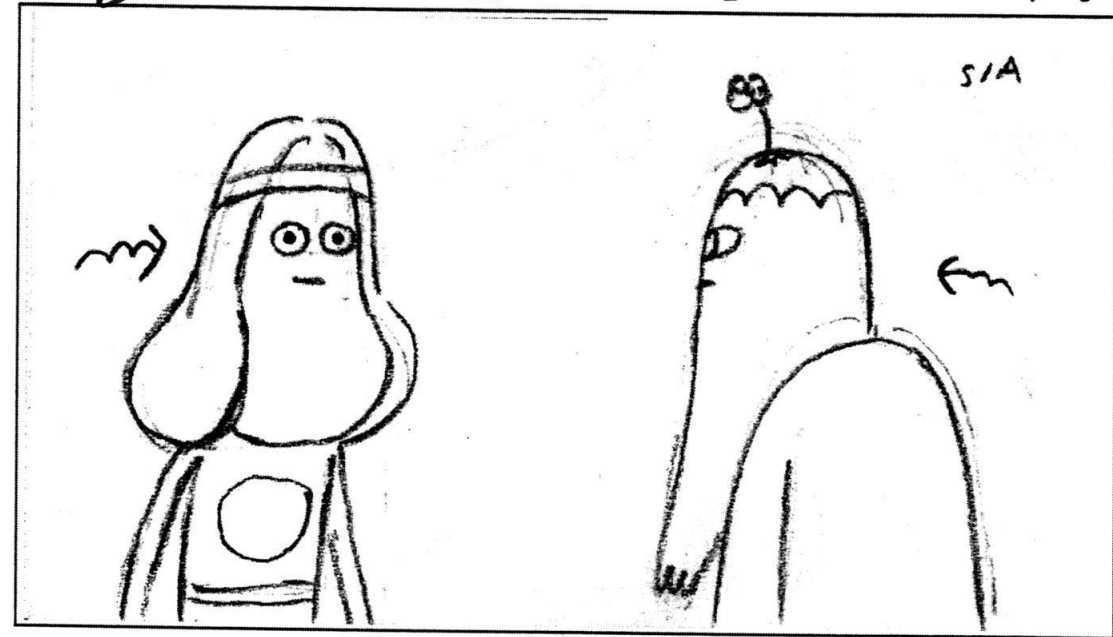
day night



Sc. 215 CONT Pnl. C

Bg.

day night



Dialog:

Action:

- ABD + LGM WALK ON/S

- WALK UNTIL THEY'RE ABOUT TO PASS
EACH OTHER

Timing:

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Production :

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ADVENTURE TIME

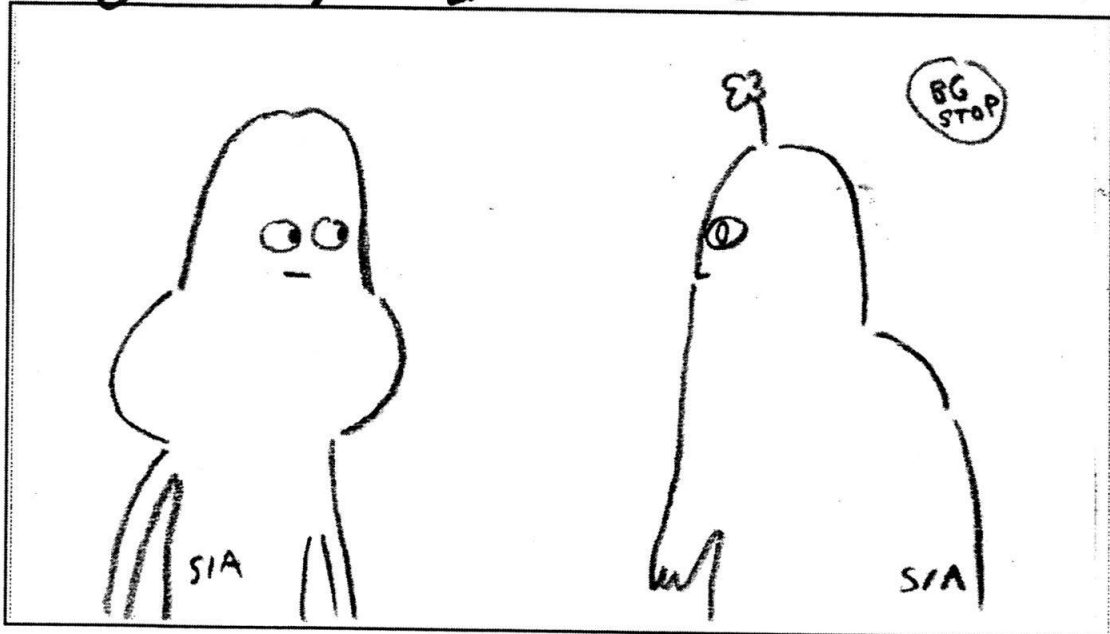


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Sc. 215 cont Pnl. D

Bg.

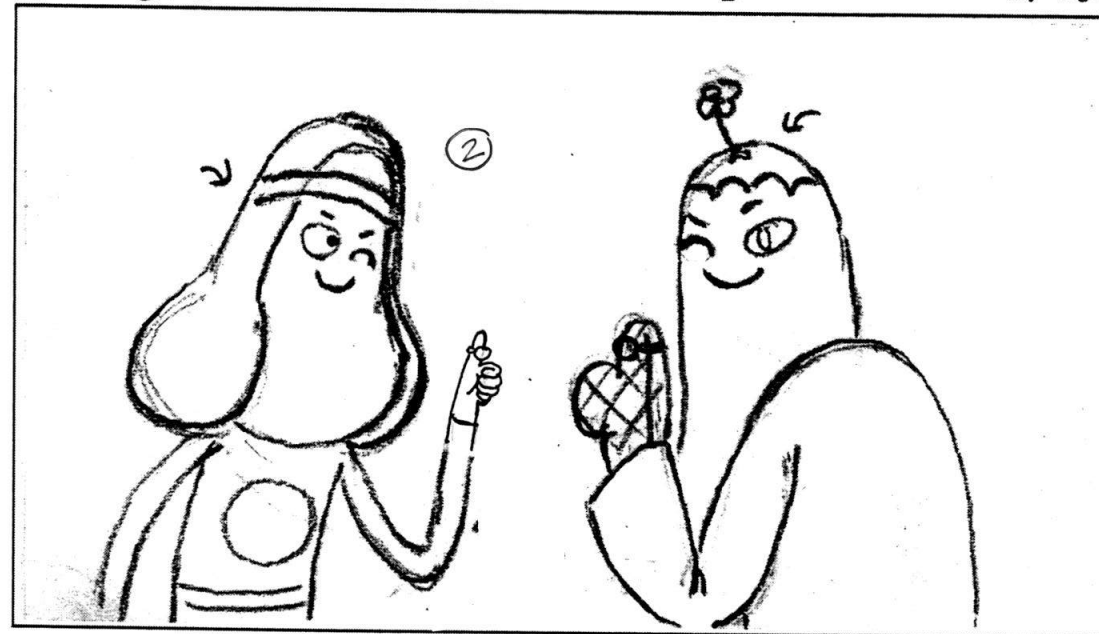
day night



Sc. 215 cont Pnl. E

Bg.

day night



Dialog:

Action:

- GLANCE AT EACH OTHER

Timing:



- SIMULTANEOUSLY GIVE A BIG THUMBS UP AND WINK

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Hu
Cut

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Ho cut

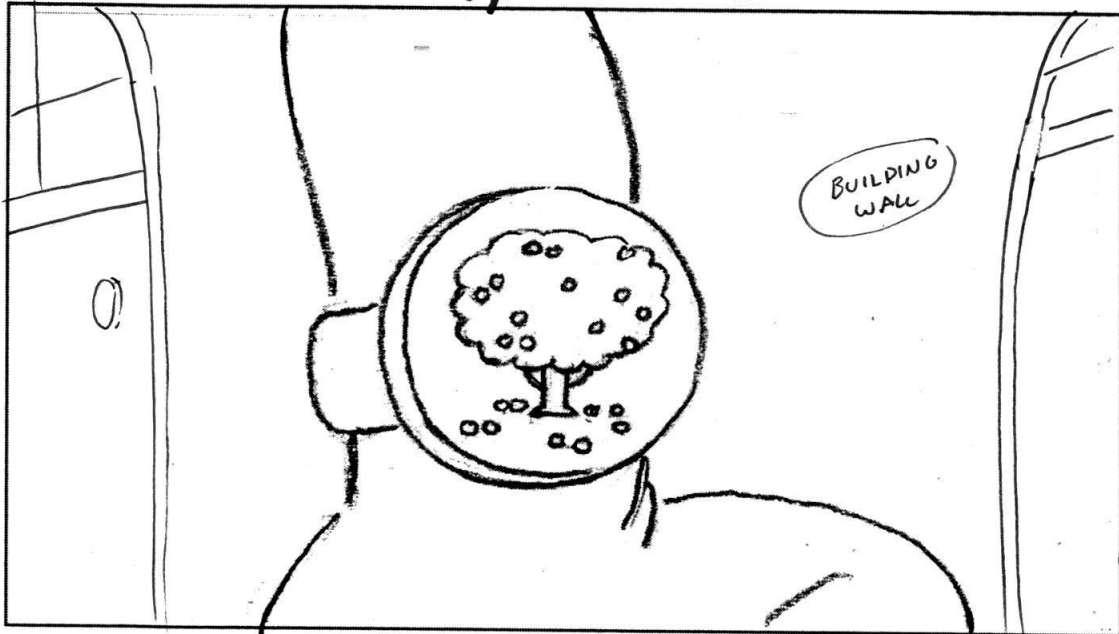
ADVENTURE TIME



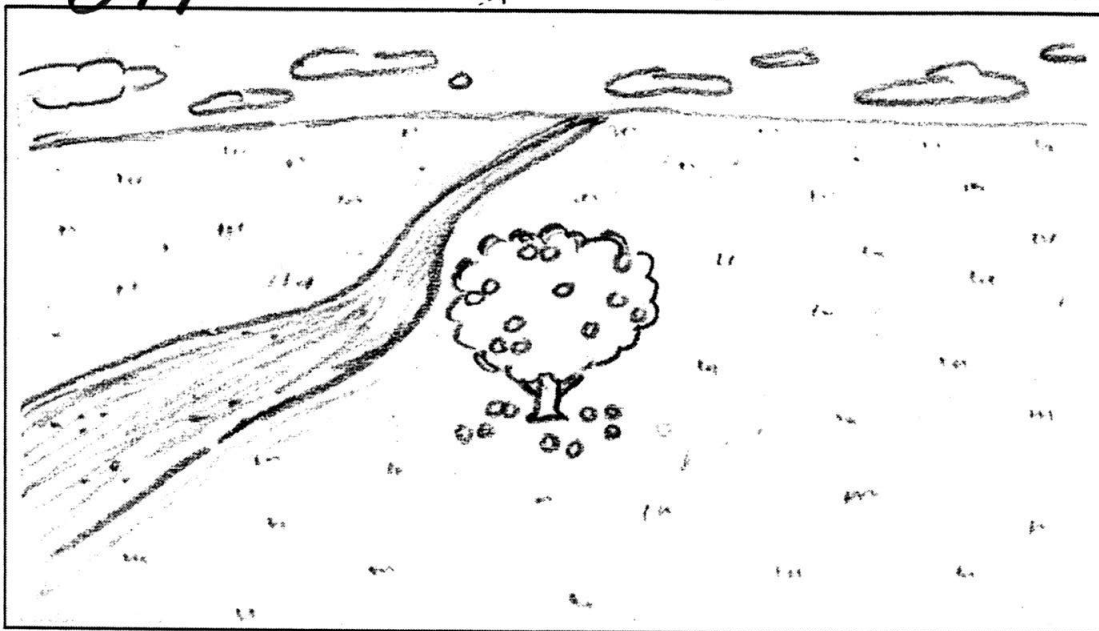
Cut w/ XDISS
a post

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Sc. 216 Pnl. A Bg. day night



Sc. 217 Pnl. A Bg. day night



Dialog:

XDISS ~~XX~~ IK: (VIO) GIUSEPPE...

Action:

- CU. OF SIGNET RING W/ CRABAPPLE TREE.

- MATCH DISSOLVE TO CRABAPPLE TREE

Timing:

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1025/174

Production :

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